

BRITAIN'S BEST SELLING COMMODORE 64 GAMES MAGAZINE

OCTOBER 1990



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40
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NOT

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37 BARGAIN BUCKET

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- Match Day II
- Oil & Lubes 3 (YC Fun One)
- Winged Willy
- 4 Quattro Power (YC Fun One)



ON THE TAPE

- 16 Dominos
 - Liberte
 - Time Machine Demo (Attraction)
- And the Time Machine demo really makes an appearance, the crowd whoops and the band played a jolly big tune. But what was that? Two MORE games, surely not! Aagh drill power overkill, my brain's melting and my joystick's throbbing! THAT'S QUITE ENOUGH! - Ed

FEATUROONIES

32 MEGABLAST

The YC Guide To Smeg-The-Hell-Out-Of-Them-Meanies-Go-Ups by Sean "Blip Thru 'Til They Bleed" Kelle. What's the best shooty ever? What was close? Who shot JR? All the answers are here!!

48 SURVEY RESULTS

Remember the YC Survey way back in the June issue of YC? Nope we didn't either until we uncovered a pile of rotting papers in the corner. Who wears what kind of underwear? What is the result in the great Spun debate?

50 TURTLE POWER

48 Stunning facts about those fishy wrangling, green Ninjas from the sewers from the man who brought you Fray Santos Pork Pie flavoured candy floss, Dave Hughes! He didn't really we made that up!!

60 FOREST RAVE

Who the hell are EMF? What possible link could they have with the Cid? Absolutely none mate, but they're a rather spiffing top-'80 you have a heavy attack rock and roll, stoney kind of band with rather funky clothing!!



UN SQUADRON - Minda Eastern mayhem as you must fly into Iraq and deliver Saddam Hussein's sandwiches. First of the graphics. Be charmed by the sound. Grings at the brutality of a Hitler style launch!!



REGULARS

5 BUT FIRST THIS

Oh my god! Let a lovely loose on a page and what do you get?

6 DATA

All the latest news (probably) and a report of Alex Mead's trip to Wembley!

22 NEXT MONTH

Look into my crystal ball and listen to the Ed tell all.

34 SCUM OF THE EARTH

Occur! Eugene dishes out more T-shirts, games and badges to the stinky gits of this world.

36 POST ACROPOLIS

Not a spelling mistake! Posty is on holiday so it's over to his great half-cousin!

40 MISADVENTURES

The Adventure column is back with a new captain at the helm.

43 COMPO

Coal... A leather flying jacket up for grabs!!

46 PURPLE PUZZLE PAGE

Not very purple and not very puzzly either!

52 OODBOGS

More completely irrelevant objects of pleasure.

56 FLAME HEAD

The man discovers the real truth behind the ball!

POSTERS

- 33 The Soup Dragons (YC)
- 34 U.R. Squadron (US Gold)
- 38 EMF (YC)

...it's dynamic!

POWER CARTRIDGE

FOR YOUR COMFORT!



100

100

- POWER TOOLKIT
- POWER MONITOR
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- PRINTER TOOL
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Blending the Best of Both Worlds

82 Pg Manual -
"Warmed Blood
Handbook" Oct
Jan 92

AVAILABLE
FROM ALL GOOD
COMPUTER
RETAILERS

TRIED AND
TESTED - OVER
100,000 SOLD IN
EUROPE

YOU WILL
RECOVER FROM YOUR
STRAIN WITH THE
EASIEST TO USE

...highlight
...continued to
...and more
...from the

OUTSIDE

Abstract

© 2000 Blackwell Science Ltd, *Journal of Internal Medicine* 247: 105–112

DATE	DESCRIPTION	AMOUNT
1/1/01	OPENING BALANCE	100.00
1/15/01	PAYROLL	50.00
2/1/01	RENT	25.00
2/15/01	UTILITIES	15.00
3/1/01	INSURANCE	30.00
3/15/01	SALES TAX	10.00
4/1/01	CLOSING BALANCE	125.00

1. **Author:** [Name]
 2. **Title:** [Title]
 3. **Journal:** [Journal]
 4. **Volume:** [Volume]
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 6. **Page:** [Page]

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[illegible]

100

The following table shows the results of the regression analysis for the dependent variable *Perceived Organizational Support*. The independent variables are *Organizational Commitment* and *Organizational Identification*. The table includes the regression coefficients, standard errors, t-statistics, and p-values for each variable.

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1000

1. Using `git diff` to see the changes made in the last commit.
 2. Using `git log` to see the commit history.
 3. Using `git status` to see the current state of the repository.
 4. Using `git checkout` to switch between branches.
 5. Using `git merge` to merge changes from one branch into another.
 6. Using `git pull` to fetch changes from the remote repository and merge them into the local repository.
 7. Using `git push` to push changes from the local repository to the remote repository.
 8. Using `git clone` to create a new repository from an existing one.
 9. Using `git init` to create a new repository in the current directory.
 10. Using `git add` to add files to the staging area.
 11. Using `git commit` to commit changes to the repository.
 12. Using `git rm` to remove files from the repository.
 13. Using `git mv` to move files or directories within the repository.
 14. Using `git branch` to create and manage branches.
 15. Using `git tag` to create and manage tags.
 16. Using `git fetch` to fetch changes from the remote repository.
 17. Using `git reset` to reset the local repository to a specific commit.
 18. Using `git revert` to revert a specific commit.
 19. Using `git cherry-pick` to cherry-pick a specific commit.
 20. Using `git stash` to temporarily save changes.
 21. Using `git clean` to remove untracked files.
 22. Using `git diff --staged` to see the changes in the staging area.
 23. Using `git diff --cached` to see the changes in the staging area.
 24. Using `git diff --name-only` to see the names of the files that have been changed.
 25. Using `git diff --name-status` to see the names of the files that have been changed and their status.
 26. Using `git diff --numstat` to see the number of lines added and removed in each commit.
 27. Using `git diff --patch` to see the changes in a patch format.
 28. Using `git diff --word-diff` to see the changes in a word-diff format.
 29. Using `git diff --word-diff-regex` to see the changes in a word-diff format with a custom regex.
 30. Using `git diff --ignore-space` to ignore whitespace changes.
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 128. Using `git diff --submodule=normal`

[illegible]

<p>NAME</p> <p>ADDRESS</p> <p>CITY</p>	<p>NAME</p> <p>ADDRESS</p> <p>CITY</p>
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[illegible][illegible]

```

# Create a new file named test.txt
touch test.txt

# Write some text to the file
echo "Hello, world!" > test.txt

# Append more text to the file
echo "This is a test." >> test.txt

# Read the contents of the file
cat test.txt

```

[illegible]

SUBJECT: [REDACTED]
DATE: [REDACTED]

[illegible]

1992, 1993, 1994, 1995, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 26



The second volume, *PROBING THE MIND*, shows a more basic, focusing the student reading a *PROBING THE MIND* chapter on the mind.

The chapters will read with very interesting.

QUESTION = Difference between the two variables is
ANSWER =
 Difference between the two variables is
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1. **Identify the problem.** The first step is to identify the problem. This involves understanding the symptoms and the context in which they are occurring.

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BOL

Age Group	Percentage of Respondents
18-29	~85%
30-39	~75%
40-49	~65%
50-59	~55%
60-69	~45%
70-79	~35%
80+	~25%

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But First This..

☛ Cote... I've gotten all nostalgic. Why? Because I've just been flicking through the old YCs and Your Connections that I was connected with. Did you know that since we changed our name and style, we've given you (including this issue) 2 free demos, 1 free utility, and 27 free games. And did you know that we've reviewed 147 games (on average 18.37% games per issue), and all this is on the G&A only, you get the best service here.

But enough headle headle and onto some real JUCY subjects. Now that everybody has gotten over the World Cup, what better thing to talk about but the new football season! Here are my predictions for the honours for the season 1990-91. Division One Champions: Liverpool. FA Cup Winners: Liverpool, League Cup Winners: Liverpool. Eurovision Song Contest Winners: Liverpool. They'll do the lot matey, they'll do the lot.

And we've only got a couple of months until the end of the year and I still haven't got a calendar for this one yet, haum... I'll have to do my shopping pretty fast. The YC Wobbly Awards for 1990 will be run in January's copy, you can then vote for your favourite games.

Not an awful lot left to say apart from a couple of staff changes. Ashley Cotter-Cains is now my second in command, which still means he makes the tea, and we welcome back an old face in the form of Mark Newton, our old designer at Argus. His transfer fee has only just gone through and he'll be doing his old thing on the magazine in the future, probably.

I'm off for now, but keep your ears to the ground, a few big things are happening and you're gonna want to be here when they happen.

Rob Henderson



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DATA

With Mr. Spam

MUNCHY BOX

Coo, Commodore has joined the rest of the computer world in announcing a brand spanking new console, and this one is based on our very own C64, ooo.

For those of us with C64s this means very little, apart from the fact that companies will now be producing games on cartridge too, at a pretty high price I should imagine. The console itself, you see, has exactly the same specifications as our favourite machine but without a keyboard, just a dirty great slot in the top to stick your

games.

For the outlay of £99.99 you get the machine itself, a 'games controller' (a joystick to me and you), and a four-game cartridge containing Klex, Fiendish Freddy's Big Top O'Fun, Flimbo's Quest and the old fave International Soccer. Another 100 new cartridges are expected before Christmas, and these will slot in the back of your C64 or C128, if you could be bothered.

So what does the future hold? An Amiga console? The eventual phasing out of our Conny 64? A cartridge stuck in the front of YC? Who knows!



STUMP COLLECTING



Challenge Software, most famous for YC

Fun One's Trouble Champions and Cricket Master, has now announced yet another cricket game, but this time with the sponsorship of that world famous England and Hampshire batsman, Robin Smith, who?

Err... Well, he's got a beard and he played rather well against the West Indies in 1988, and apparently he's got a wonderful sense of humour and is respected in cricket circles, er... yes!

And in order to capture the market at just about the right time, Challenge is releasing the game around... Christmas, just when the cricket season is in full flight! Yep, we're as baffled as everybody else! It'll be a stonker of a game though, if it's any bit as good as all the rest of Challenge's games.



**MAN YOO, MAN
YOO, ERM... MAN
YOO!**



On Saturday August 18th, our own Rick and Peter Galver from Audiogenic Software took Alex Moad from Brixham, South Devon and his mother to the Charity Shield at Wembley. Why? Because Alex had won the Emlyn Hughes compo that we ran in the June edition of your favourite magazine.

Luckily Alex was a Manchester United fan



and they all had a slap-up meal and then sat in even-so-expensive seats in order to watch the team draw 1-1 with Rick's team, Liverpool! Great fun was had by

all apart from the fact that they were in the Manchester end, so when Liverpool scored Rick had to celebrate in silence. A good result on a brilliant day.



ARTY PARTY



So who's this **INGONEU** guy? What does he do? Well, if you take a look at some of the artwork on this page I think you'll get the idea. Yes, that's it. He's an artist.

But not an ordinary artist, no siree. **INGONEU** performs his art on the *Amiga* (aint dat one of dem expensive computers) and prints it out using an inkjet printer, and I think you'll agree with me that it is very effective. It sort of gives it a Cyberpunk effect.

He's recently had exhibitions in West Germany and Austria, and some of his paintings have been sold for loads of cash by an Austrian museum! What we want to know is, when is it going to come here so we can buy some with our YC expenses? Erm... HOW much?



£9.99 on tape, and £14.99 on disk.

Another September release for Domark is **TNT**, a compilation of five TenGen titles. *Hard Drive'n'* (never released on the C64), *Teenin'* (Erm... Not too hot), *APD* (pretty cool), *Dragon Spirit* (Okay), and *Xybots* (pretty hot people stuff), are all on



IT'S THOSE DOMS AGAIN



Who the blinking flip are those two? Oh so, not the Doms again? Oh yes! And isn't that a Lotus Esprit they're standing in? Coo, things

are certainly looking up in the world, so much so that they have even had to take they're shoes off to stand in the car, pokey!

All this malarkey is in order to promote the latest bond game to come from Domark, The

Spy *Who Loved Me*, as revealed in YC August 1990. Further news is that the game will be released in September sometime and will cost

£, and it must be worth it to see why *Hard Drive'n'* was never released alone. It'll be £14.99 on tape, £19.99 disk.



NEW... ER... OLD DESIGNER

YC gets itself a new designer in the form of its old designer Mark. "I'm NOT in a panic!" Newton. What does this mean? The team are BACK in force!! And you'd better believe it!

BREEDING KIDS

Activision has had a few, how do we put this in order to sound positive, a few probes recently, but not being ones to lie down and wings the company has two new mega games coming our way.

Dragon Breed is a conversion of the wicked from arcade machine where you get to ride a big, wobbly dragon who is made up of 12 segments to give it an even more wobbly effect. It is a sideways scrolling cutesy game,

with a definite Japanese feel, and if it is any bit as good as the coin-up we'll be shouting yipes until the cows come home!

Another big arcade hit was Atomic Robokid, and this too is coming our way. There are 21 levels of, also, Japanese flavoured fun where you fly, walk and blast loads of meemies. And you'll be able to read the review of the game in next issue!

Both will be available in November at the prices of £9.99 for tape, and £14.99 for disk.

COIN OPERATIONS

Do you spend all your dinner money in the local arcade? Do you hang around the neon houses looking for cheap thrills? Do you hassle your parents to subsidise your addiction? Well, here's another chance to do so in the shape of a new arcade.

Electrocoin, arcade supplies and software house, has opened a new arcade on Tottenham Court Road

entitled the 'Casino Leisure Centre'. The company promises that it will house the latest in games, and the new Neo Geo system, it will even have some games that'll take months to appear anywhere else.

If you're in the West End, pop along and spend all of your cash, it is indeed the only way to preview games that'll soon appear on your Coresight anyway.

It is based at 59 Tottenham Court Road, right next door to Goodge Street tube station.

THE DREAM TEAM

So what does the YC dream team like to eat in the morning, before they crawl out of the beds...

Mike "Food Baron" Henderson

His likes: Corn Flakes because "they even turn the milk brown", that and a can of coke, two packets of M&M's M&M's, and a couple of Tracker Bars. When he was asked why he was so often he replied "Oh, I don't eat them, I rub it on my chest to see if any hairs grow!"

Joshley "Bow Ties" Cotton-Caine

Joshley is a much more healthy breakfast man, liking Honey Nut Loops, Kellogg's Raisin Squalls, Shreddies, Shredded Wheat, Honey Puffs, and several other types of breakfast, all in the SAME bucket!!

Beverly "Branney" Gamber

Beverly is a more conservative breakfaster. She likes a hard roll of Raisinshew and a can of caffeine-free coke. Occasionally we see her munching on some bran flakes, but you're likely to catch her with a chocolate croissant in her paws!

THE SKOREBOX

Each game is given different ratings in the form of a wonderful/skorebox skorebox (you see the change of letter from 'C' to 'A' in order to make it somewhat futuristic).

1 Graphics (out of 10) - This is what we think the games appeal is presentation wise and graphics.

2 Sound (out of 10) - Does the music grab? Do the sound FX come across as mature?

3 Play Factor (out of 10) - This is what we think the instant appeal of a game is like. Does it grab your attention straight away? Or is it too hard to get into?

4 Multi-Life (out of 10) - How long will the game retain your interest? Minutes? Hours? Days?

Overall (out of 50) - This is the personal rating given by the reviewer of how good they think the game is.

50-55 This game is so average that the only reason anybody would want to look at it is for novelty value.

55-60 Slightly out, but not interesting in the slightest. Watch it closely and you'll find you'll get the general idea of what I'm talking about.

61-75 Not too bad, and probably somebody's cup of tea, although it's rather dull in general.

76-85 A good game with more going for it than most, it'd be best to check these ones out in the shop before you buy them.

86-99 Go out and buy immediately. These games are hot. So hot that you'd be sorry for taking them into a swimming area. Any game getting the score are announced as YC Fun Ones (the YC was of recommendations).

100

No game has ever got this rating, and any game to ever get this would be the best that anybody could ever expect to contain 60. You'll know when a game has good scores around because all the games players in the world would wonder around and bump into everyone and things.

skorebox



overall **84**

U.N. SQUADRON



US GOLD -
\$9.99 Tape,
\$14.99 Disk

The Middle East is not the most friendly of

places at the moment, and according to U.N. Squadron the World demands an end to the bloodshed. Who do they send? Well we don't know, but we sent Mike!

Talk about timing! There's old Saddam Hussein munching around the Middle East provoking all kinds of hostilities and US Qee decides to release a Middle Eastern battle shoot-em-up. But I suppose it's not really their fault, I mean it is an arcade conversion after all and anyway there's not a single mad dictator in sight, no British hostages in hotels, or refugees fleeing to other countries. This time there's a more evil force behind this, of that is indeed possible.

The arms dealers (the guys who make large and munching weapons

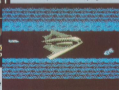
out of old cereal packets and washing up liquid bottles, not people who deal in sweetie tins) have taken over. This is because these locked like an end to the civil war and conflict that has been taking place in the Middle East for many years (I think it's a little worse now, don't you?) and they can't have that, nobody would buy their latest megadeath machinery, so they've built loads of big tanks and other assorted nasty whatevers and they plan to take over the entire world so that people will have to buy their assortment of weaponry from them alone. Come... you can't trust anybody these days, can you?

This is where the three bravest men in the world come in. Not Larry, Mo and Curly, but three pilots who are willing to risk their bacon against such evilness. There's Mickey Simson in his P-14 Torncat (a speedy little number with big blasty guns), Ben Kazanka in his P-20 Tigerhawk (a speedy little number with big blasty guns), and Greg Gale in his A-10 Thunderbolt (a speedy little number with big blasty guns), and they have to fly into the battle zone, kill just about everything and fly out again without, hopefully, a scratch (otherwise they'll probably have to pay the gossamer that they're fighting for new equipment).

How do they do this? With great difficulty probably! But try they must and try they most certainly will do. Or at least you will, because surprise surprise it's Gille 'ers, you get to



Breaks, breaks, real head rattlers!



Now come on! How about some rather dodgy legs too? A real banger, don't say it's a feat of human technology. Not! Look, I've gone out on a limb to get inside of these! I've stuck my neck out, the least you could do is give me a hand! How about a fish finger?

Fax

There's No Arm in It

Arms are not often found in second-hand shops, they are normally kept in an armory, which is no mean feat.

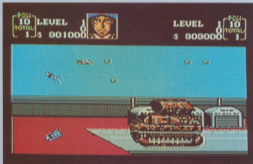
Running around with your arms extended, and whistling the tune to The Dambusters will not only make you dizzy but will probably end up with you locked in an institution, so it's probably not a very good idea.

skorebox

1 8 9

8 8

overall 87



choose which character you wish to play in this horizontally scrolling wrap-the-flag-out-of-everything-ers-up.

At the beginning of the game you see three guys giving cheesy lines (have I seen what's coming up) and you must choose one of them. The plane rolls out onto the runway and you find yourself shoved out into the action with a gun-shooter to lead off the enemy. And it is here that you realise that this is really a shoot 'em up in theory. There are waves of enemies that come towards you, ground enemies that fire missiles up at you, icons to be collected in order to later swap it for better weaponry, and end-of-level buggers that are several times bigger than yourself, and essentially that is about it.

But what makes a good shooty is

the gameplay, and U.N. Squadron has codes of that. The attack waves are fast with a capital 'fast', and the levels get very demanding indeed. The extra weaponry, which you buy in a shop at the end of each level, allows you to do some really funky fighting, and there is the added bonus of being able to have simultaneous two player action (a bit like *Silverburn*) with each player (with his hands firmly grasped around his joystick) taking the role of different characters.

And the graphics are not half bad either, with smooth scrolling and speedy sprites, and the main end-of-level guardians are very well drawn indeed. Sound is flat, and the entire game, although offering very little that is new, is a very good blast. Now run along and buy it if you decide to buy it!

MEGABLAST

Got sticky fingers? Bored with portugal games and flight sims? Worry not at all! The 84 had it's fair share of classics over the years and here with a helping hand and a ready trigger finger is Sean Kelly's guide to some of the best blasters ever released for your mean machine.

What is a Shoot 'Em Up? That is a question that has vexed nifty a philosopher over the centuries. Well, this is a lie. It's a bit of a stupid question really cause the answers obvious. It's anything that involves bugging all brain power and milliseconds of joystick mashing. Oh, and killing things too. There's got to be lots of things dying, exploding, bleeding, having limbs ripped off or being forcefully euffed off their mental coil in some other equally violent but debatably manner. And a lot more carnage on top of that for good measure, otherwise it's no use. You can be flying along, walking or even floating, but as long as everyone around you is being blasted to bits, it's a shoot 'em up.

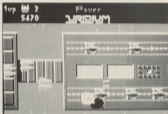
So what makes a good Shoot 'Em Up?

Lo's of killing, loud noises, big aliens, massive levels, tons to do and or ... that's about it.

So how can you tell if it's good? Simple. Check out this guide. There are several factors that contribute to a good shoot 'em up, five of which we will match the games featured here to.

GRAPHICS

Do the aliens look menacing, or do they look like they could be given a good kicking by the Acornagian and District over Seventies Hurling Society and Croupier Club before they'd eaten their Wurstix? If the answers yes, then bin it.



Urbium - One of the best shoot-em-ups in the world, probably!



SOUND

Do they sound like a bad recording of someone talking down a dodgy telephone line, or is it a case of 'Whoope there go by sardums. I don't expect I'll ever see them again matey' wherever you blast one away. If it's the latter, then the game's passed it's sound exams.



SCROLLING

Although it doesn't appear it every shoot 'em up ever, in those where it does it's mega important. What we want here is something smoother than a Nat King Cole record, as opposed to something with more jerks than the Kylie Minogue fan club.



ENEMIES

There's nothing more boring in a shoot 'em up than aliens that are easy peasy lemon squeezy to beat cause they always follow the same flight pattern, or cause you only get two on a screen at any one time. What we want is seventy two thousand aliens, all heading for your ship,

and all firing homing missiles at you. That way, when you clear a screen of them, your mates all worshipping at your feet rather than saying 'Only level six? I got to level four hundred and seventy two on my first go. You're crap!'



FIX FACTOR

Does your hand become crumbled to the joystick? Do you come out of your bedroom so rarely that your pet dog starts to attack you 'cause he thinks you're a bouncer? Do you set your alarm clock to make you up during the night so that you don't have one more go? Is the only way to get you away from your computer to prise your fingers from the joystick and take a hammer to the power pack? If the answer to any of these questions is yes, then the game has a high fix factor. If, however, the game results in the mere thought of going within ten yards of your computer bringing you out in a cold sweat, then the fix factor is round about nil.

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Finger and what they used to be

O yes they are, except they're not as old. In the shoot 'em up stakes though, it's a fact. Some of the best shooters around are a bit past their sell-by date. This is no bad thing though, cause this means that some of the best adventure pumpkins are to be had for less than three quid. **THREE QUID!** That's the price of two pints and bag o'nuts at my local, so there's bargains to be had and no mistake missus. So, without further ado, let's get straight into the blazin' bits.

SALAMANDER The Hit Squad £2.99

This one, for those not in the know, started life as a pretty bad Konami Coin Op a few years ago. It's a no messing, fly to the end of the level before encountering the big nasty type game with absolutely grainloads of action. Destroying a wave of enemies will leave a bonus weapon, most of which are useful, and some of which are a absolutely essential. In addition to the usual left to right scroll, it's even got some sections which are vertical scrollers.

Salamander's got just about everything you'll need to keep you blasting for ages. If you haven't got it, then it's absolutely unmissable at three quid, and if you have it already, dig it out again and you'll be surprised at how totally fab it still is.

Salamander - Now on budget!!!

-  7 They won't stun the world, but are perfectly suitable for the game.
-  8 The tunes okay, and the in-game effects are fine.
-  9 It scrolls just fine.
-  9 Some unusual and imaginative bad guys and hazards to negotiate.
-  9 It's fab. A totally spot on conversion of a good arcade game that's a massive bargain at just three quidless.

TURRICAN Rainbow Arts £9.99

This one is epic. It's enormous. You needn't bother with the scenario, but checking out the instructions is a must, cause this one needs so many hands on so many buttons even an octopus would have trouble. That's normally a bad sign with a shoot 'em up, but this one's different, cause after a while getting the right weapon for the job is intuitive. In Turrican, the aim is to work your way through the world of Turrican for some reason or other, negotiating the literally hundreds of hazards and enemies as you go. You'll find yourself leaping over mountains, piling caves, jumping over waterfalls all within about five minutes of loading up.

There's hidden bonuses all over the show, and a quick saving of your laser beam should be exercised at every possible instance in order to reveal them. This one really is state of the art and no messing, it combines rapid shooting and

hacking, and this is a hidden bonus. An absolute 'Must Buy' even if I have to tell my hamster into slavery".

-  8 Tone of colour, tone of variety and tone of excellence.
-  9 Pretty excellent on this count too.
-  9 Smoother thanilk after a couple of pints.
-  9 Tone of 'em, and all after killing you.
-  9 You'll be playing it from now until Christmas.

CYBERNOID The Hit Squad £2.99

Another bargain, this time an aging classic courtesy of Matt Casco and Hawson. This one differs somewhat from the standard, in that instead of scrolling along and hacking your way through wave upon wave of baddies, you negotiate a number of rooms. It also deviates from the norm because instead of starting off with one basic weapon and collecting others as you go, you start off with five different weapons, including homing missiles, mines and bouncing bombs. As you work your way through the rooms, you'll need to figure out exactly which weapons are best for which particular room, and how best to use them at economically.

It's got some brilliant graphics, really sound effects and a brilliant tune. If you like to use a little-but not too much laser power along with your shoot 'em ups, then Cybernoid is the one to go for. A classic. What more could you want?

-  8 Nothing stunning by today's standards, but some brilliant effects all the same.
-  8 A fab tune, and some good solid chunky explosions.
-  9 It doesn't. Not even in the slightest.
-  7 Not particularly clever, but the sheer numbers and limited ammo make the going tough.
-  9 If you allow yourself to get addicted to this one, this your social life goodbye.

ROBOCOP Ocean £9.99

This one's a bit odd for a full price game, but was round about the top of the charts for ages, and justifiably so. The controls are a bit awkward at first, and take some getting used to, but once you've figured them out the game's a lot more straightforward. It's an out and out shooter, in which you, as Robocop, stroll along a sideways scrolling street, blasting the baddies who hang out of the windows and approach from either side of the screen. At the end of the levels you'll have to blast a huge BOSS, no easy feat, believe me. After each main level, there's also a couple of mini games there in for good measure.

The tunes are pretty excellent on this one, and there's even quick sampled 'Robocop' theme in for good measure, although it's not exactly stunningly clear. The graphics aren't exactly crystal clear either but there's tons of colour, and the animation on the BOSS and the Robocop character is pretty impressive. An all time classic.



6 Fairly dull, but the mark's bumped up by some excellent animation.



6 A good tune, and some good busy effects.



6 Nothing special, but good enough for the job in hand.



7 Not exactly the most difficult opponents to kill, but the sheer numbers keep you blasting.



6 Although not scoring massively in any particular department, the whole lot goes together to make an excellent game.

DELTA Thalamus

This one is another blast from the past, but one of those games, like *Uridium*, that was completely revolutionary for it's time, and wiped the floor with all the competition at the time. And, unlike its sequel *Servico*, this one really has aged well.

It's a left to right shooter, where blasting a few complete waves of aliens will access a number of power ups, the number dependent upon how many you blast. One neat touch is that all the power ups that you can't access will appear on the screen, but you must avoid bumping into them otherwise you're dead. The graphics look fairly uninspired now, and a bit boring, and the sound effects don't exactly thrill, but the tunes are good, and it's still fairly fun with loads of playability. Still a surprising good game, and it's available on a Thalamus compilation along with two other classics including *Amalyte* and *Servico*. Another 'no self respecting 'Comme owner should be without' game.



7 Some good touches, but lame for the most part.



6 Average sound effects but good tunes.



6 When it needs to, it shifts the pixels at a massive speed.



6 Lots of different ones, and some unusual features to regulate.



6 Yet another conus.

URIDIUM Hewson

This is another of those games that was absolutely revolutionary for it's time, it followed the usual Hewson formula of having each level of the main game

alternating with a short sub game. The sub game is nothing to write home about, but the main game will blow your socks off. It's a left to right shooter with you in command like an aircraft carrier. The aim is to survive for as long as possible blasting the waves of aliens that attack you, before being given the command to land, at which point it's a race to get the ship docked before the whole lot explodes.

The game is neat, and has some brilliantly smooth scrolling and ultra high quality graphics. This game provided the *Comme*! With one of it's finest hours.



9 High resolution and brilliantly done.



9 Some high quality noises complement the game.



10 The best



9 They are mega fast, if a little scary after a few hours



9 Another one that will keep you glued to your console.

SILKWORM Virgin Mastertronic

This one is apparently an arcade conversion, although I must admit to never seeing the arcade original. It's not half as good as the H version though, it must've made tons of money.

The aim, as usual is to guide your ship, in this case a helicopter, along scrolling scenery blasting everything in sight. Some of the bad guys in *Silkworm* take some real beating, and this one really requires an ultra fast trigger finger. The helicopter theme works surprisingly well, and the graphics are excellent. This one has the advantage of a two player mode where the second player gets to drive a jeep along the bottom, and shoot team work scenarios and difference is how far you can get in the game. Simply brilliant.



9 A good theme well done



6 Lots of shooty barbarianney explosion noises, and all the usual stuff.



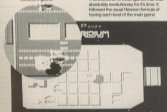
6 Not stunningly fast, but it doesn't need to be anyway.



6 Some really devious enemies keep you on your toes



6 Not the most brilliant of the bunch, but the two player mode adds a lot to the game.



ON THE TAPE

The YC tapes are getting even more radical, bodacious, wicked and other terms of complete funkiness. And you even get the playable demo promised last month!

RUNNING ORDER

Side A: Dominoes, Liberte
Side B: Time Machine Demo

Championship Dominoes

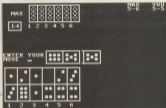
While sitting in the comfort of your home you can have a game of dominoes with Max and Joe at one of the two levels available in this excellent domino game.

The game uses a double six set of dominoes and takes out all the drudgery of shuffling and starting the game as the computer checks who holds the highest double, or the highest value, if no doubles are held by any of the three players. Player three is the human contestant of course.

To make the game as realistic as possible predefined characters are used to display the dots of the dominoes including colours.

As the screen area available is limited certain changes to the game layout had to be made but these were carefully considered so as not to detract from the pleasure of the game. Only the last domino played at either end of the line is displayed, however, as a domino is played the value of the domino is added to the appropriate column on the right of the screen. This allows a check to be kept of all dominoes that have been played helping you to decide on your move.

The block at the left of the screen with a number in it indicates the number of dominoes left in the pool which can be drawn if necessary.



An ancient game of strategy and cunning wit, both wouldn't be able to play it then!!

LIBERTE

By Paul Eves (the Ed of CDU)

Back in the early days of the 84, adventures had a large following. The big problem with writing adventures however, was the large amounts of memory required for the text. All sorts of techniques were employed to overcome this. One day, a software house called Galeb produced an excellent program called THE GULL. Suddenly, the world opened up to all sorts of adventures. Unfortunately, like RIFUCK system, people did not really

use it to its full potential. LIBERTE is one of my offerings. Please remember, this program was originally written way back in 1985....

Liberte employs the usual verb, noun input but you can use extended commands for effect. For example, you can say either "take gun" or "take the large machine gun".

The scene is a prisoner of war camp in France. Your job is to use cunning and stealth to break out of the

camp. Once safely outside however, your task is not over because to succeed in your escape, you are required to join up with the Resistance and help them destroy the local Gestapo HQ.

All your powers of concealment will be required to complete your mission for during the day and night, German patrols roam the countryside at random. Do not get picked up more than once - you will not be able to carry out your escape if you are. (Hint!).

As in real life, it sometimes helps to be in the right place at the right time and it always pays to have a good look around first. (Bless hints!).

As is standard in all adventure games there is a save game option. Good luck to you, may you be



TAPE PROBS!!!

If you've got probes loading your rather spilling YC tape then you'd better return it, lickity split, to: YC TAPE 9 RETURNS, INTERCEPTOR GROUP, MERCURY HOUSE, CALLEVA PARK, ALDERMISTON BERKS., RG7 4DW.

TIME MACHINE PLAYABLE DEMO

Er... Not an awful lot of room for this one, oh well, go and read the review in last issue you really so and so!!



YOU CAN'T.

> EXAMINE CASE

THE CASE IS FASTENED BY A BRASS CLIP.

> OPEN CLIP
YOU CAN'T.

> EXAMINE LOCKER

THERE'S NOTHING UNUSUAL ABOUT IT!

> OPEN LOCKER
OK.

> I
YOU HAVE AT YOUR DISPOSAL...

A PKT OF CIGARETTES
AN RAF FLYING JACKET (HORN)

>

successful.

MORE HINTS
In addition to the standard commands found in most adventures (R, S, E, etc) you may find some of the following unusual commands useful: Hinten, Blat, Out, Say, Throw, Get, Help, Board, Briff, Fix, Remove, Col, Fill, Blorken, and above all - brush up your French.



IMAGE WORKS
- £10.99 Tape,
£14.99 Disk

Hey, what's this? Have I gone back in time, to 1985, or is this just another lukewarm film tie-in?

On boysie boy. With the big films of the summer come big name releases. Back to the Future II is just one of these great licences. Will the name sell the game or is it going to fail, just like Michael J. Fox's looks?

Well eddy enough the film wasn't the phenomenal success that everyone expected it to be. This is due in part to the fact that BTFF II was released about six months after part I, causing confusion and a seeming lack of interest. The game comes right at the end of the whole commercial that the film caused so perhaps it's a little late to make the most of the interest generated.

Whether it is or not, I suspect that after part I (that's you) will wait for reviews to appear before buying the games. I hope so at least, or else you may fall into the trap set by games like this one.

After BTFF I the weird professor, Doc, comes back to the present to tell Marty that his future children need his help. But in going back, Jennifer (Marty's future wife) gets into the house and comes close to meeting herself. This could be really serious so you're going to have to save the situation.

The game comes in five levels, which seem to be very thinly connected indeed. The first screen is okay, a scrolling skateboard section. You have to get Marty to the house, avoiding the various hazards. Other boards try to kill you but these can be punched out. You can jump over



Microsoft in crap game heaven! Back to the Future II wasn't that bad as a film but it doesn't quite cut it as a game.

Blind you see can't have everything can we? I mean, we've already got Backstreet and the Teenage Mutant Ninja Turtles!

BACK TO THE FUTURE II



One strike and you're outta here! Marty is in no teeth shock!

Fax

Sticky Moments

A cassette that has had the tabs removed can be written over by sticking bits of sellotape over the holes. This may come in handy if you've already bought this game.



THE FUTURE II

the hazards either forwards or backwards, and items turn up which can be collected for bonus points.

The problem with the level is that almost everything - including basketballs, balls of mud and chains - drain your energy. The game area isn't really big enough to avoid the obstacles so you'll end up dying more often than not. It's a very frustrating level of the game. It's also repeated later as level five, only harder!

Many 'arcade' games players won't even have the patience to get past the first level. However if you do you are rewarded by a logic puzzle. In this level you have to get Jennifer out of the house. This is done by guiding her through one of a choice of doors and by watching what the rest of the family do as a result. After such an arcade-based sequence this doesn't come easy, as it requires brain work.

It can be very frustrating to have baffled all through the first level only to fail the logic puzzle and have to restart. With a bit of thinking you will probably spot the pattern and get through. Move it's back to the arcade for a bit of ninja-style

fighting. This section is a little like Dragon Ninja and similar games. You have to fight through Jeff's henchmen.

The screen scrolls from right to left, and soon you'll be punching your way into various crates. The level is quite fun at first but it soon gets dull as there is no variety to the action. Once you've beaten up a few hundred very similar-looking bad guys you have to complete another logic puzzle.

This fourth screen is like the



scorebox



overall **56**

sliding puzzles that were very popular with kids at one time. Marly has to play his guitar (there's the connection with the film, don't blink or you might miss it) and to let him do this you have to complete a sliding puzzle. Obvious isn't it? No, I don't think so either.

What a complete crap-out this

Small urban apartment, fitted (and only one previous owner) does thousand miles and several flushes, living room and parloir bathroom!

game is. Apart from the skateboard sequences, which could be said to bear relevance to the film, the game is a bunch of rehashed game ideas (mostly jet tests) tied in with the theme of the film. If you manage to get to the end of level five there is apparently another sixth level. Somehow I doubt that anyone will bother.

If you're a fan of Back to the Future you'll be very disappointed. If you're not you'll be very disappointed too. And if you appreciate value for money then you'll feel ripped off by the whole thing. Avoid.

KICK OFF 2



**AMOD - £9.99
Tape, £14.99
Disk**

**Rik has just
gotten over
THAT game.**

**and look what's come along!
He well, the sequel has got
to be better. It couldn't be
worse, could it?**

Yep, this is the sequel to *THAT* game. Yep, this is the footy game that everybody wants to see. Yep, this is *Kick Off 2*, just when you thought it was safe to go back to the footy fields.

And the good news is that this sequel is far far better than *THAT* game, which to be honest was rather a flappy slumber when it came down to it. All the errors and bugs that made the predecessor unplayable have been sorted out and once dry the game is whiter than

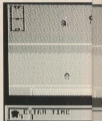
white and biological too, but then again it's not *THAT* good.

Seen from a top-down view, the action is mighty fast and furious, and the scrolling matches up to the speed. You control the closest man to the ball, but sometimes this control falters slightly, and you can jump, slide tackle or kick (if you have the ball at your feet). And that is about it for the controls on the field, although this will take some mastering as, unlike most games of this ilk, the ball is not stuck to the foot like you'd just trodden in a remarkably stretchy piece of bubble gum.

You can also have your players stopped down like trees in the Amazon that stand in the way of fast footy houses, or indeed you can perform the fouling yourself. You can even have players sent off, although at times it seems as if your players have miraculously reappeared on the pitch in an effort to prevent you from losing 53-0.

There are loads of options, and several types of competition you can

play in, including the World Cup (sussingggggghhh!), and you can have all the teams as computer controlled, or human, it's up to you. The options allow you to play on different types of playing field, each



And the players are on the pitch, the crowd thinks it's all over!

of which have varying effects on the bounce of the ball, and weather, which affects the wind (by taking a

THE COMPLETE GAMES CENTRE



**CDS -
£12.99 Tape.**

**10 games in
one collection?
How on earth
could Rik**

**emerge from this software
overdose? He finally came
out with a smile on his face!**

CDS isn't particularly a company known for its variety in games software, tending to dedicate its range towards games that require a little more cerebral matter. Blue Hobson, the company's budget label, on the other hand had many such games and just about all of them are collected in one compilation along with the best game ever (in my opinion).

Wizard's Lair is a game much in the mould of the old *Space Invaders* (Atari Attack), and if you've never heard of it before then you have certainly missed something. It is a

top-down view, very fast arcade adventure with tonnes of things to kill, and not a lot else to do. The graphics are very Spectrum like, but the game's not half bad.

Hi-Q Quiz is very, very similar to Trivial Pursuit, so if you like that sort of game then you'll be well away.

The Ice Temple is one of the weakest games of the pack, and is an arcade adventure that I could do without. It is like many budget games before and beyond it.

Then there's Stone Circle Snooker, a game that's been knocking around for quite some time,

and until recently it has been the best snooker simulation to appear. It is still a milestone though and is a great addition to anybody's classic game collection, and to this compilation too.

Pinball, which has previously appeared under the name *Masodon Bumper*, is a simulator of that flashing light machine that resides in most beer's clubs up and down the country. Not only that but there is a construction kit too to allow you to design your own bumpers (I would say that at this point it is more or less finished).

Fax

Wizardry

Brian Clough is the manager of Notts Forest football team and although he has a lair, he is yet to prove himself as a wizard.

Steve Davis has about as much charisma as the Ice Temple.

powder or something), but essentially these don't seem to alter the game much at all.



A close up of the action, erm... rather boring really!!

mean. The sound FX too have very little to offer.

This is not the best football game,

skorebox

	6		7
	6		8

overall **77**

but it's certainly worthy of being on the pitch. I think I'll wait for Kick Off 3 until I get my kicks (yeah, wah, with oooh!)

Fax

Ooer!!!

Kick Off sounds surprisingly like a very well known swearing phrase that we cannot abhor in this neighbourhood.

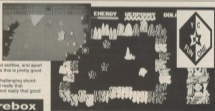
If you kick somebody in the shins very hard you may very well hear this phrase repeated many times.

The graphics are very fast admittedly, what I won't admit to though is my liking for them. They are non-descript and look as much like footballers as they look like cattle found on the dark side of the

Bar Billiards is fast up and is an accurate version of that sport that was once a popular pastime in pubs when real ale was REAL, etc. It is sort of a cross

between pool and darts, and apart from the graphics this is pretty good fun.

Syntax is a 'challenging shoot-em-up' that's not really that challenging and not really that good



skorebox

	N/A		9
	N/A		9

overall **92**

so it's probably best left well alone.

But although I'm not the greatest fan of text adventures (apart from Infocom ones) Castle Blackstar seems to be reasonable, but I didn't get far so I can't really say much.

Wulfpack is a wargame based around the second world war and submarine warfare in the Atlantic in that era. It's not bad, and is pretty playable with lots of different kinds of gameplay to be encountered.

And now to my most favourite game ever... Brian Clough's Football

Fortunes is superb. It is everything one could ever want in a computer game. For those without knowledge of it, it is a board game whereby all of the 'chance' events and match results are controlled by the computer. Superb stuff even if you hate football.

So a compilation of ten games for the price of what Football Fortunes is worth. This is possibly the best value for money you'll ever get outside of YG, so I'd give up reading this review and...

**STARRING OOZIN'
EUGENE AND
SOMEONE WE
CAN'T QUITE
REMEMBER.**

H i gang, it's Eugene
here again. Yep,
the time of the
month when slime gets
dished out at breakfast,
dinner and tea is back, and
I'm frankly disappointed
with your response. Not
only did I get barely a
dozen letters but not all of
you used the full address
that I gave you, and so the
few letters I got took that
much longer to reach me.
Well, perhaps I should
withdraw my offer...

No, don't panic. **SCUM
OF THE EARTH** is here to
stay. Well, close to those of
you who get printed last
on, and for anyone who
wants to send in stuff this
month (please) here's the
address:-

**ONCE UPON A TIME,
THERE WAS A LARGE
SLIMY CREATURE. HE
LIVED IN A LARGE HOLE
IN THE GROUND JUST
OUTSIDE OF
ROBENTON. EVERYONE
THOUGHT THAT HE WAS
A HOBBIT THAT HAD
RUN TO EAT, BUT NO...
YC MAGAZINE,
22 POTTERS LANE,
RUSH HORN,
MILTON KEYNES
MK11 3BP.**

And another thing. Don't
ANY of you send your
photos printed alongside
your text! Just think of the
time, the merchandising,
the embarrassment in
public. Come on, get
snapping! The rewards for
appearing in YC are just
immediate... on a more
serious note, please
sharpen up the presentation
a bit. On the whole it's not
too bad but I'm having
trouble reading some of the
more obscure scripts that
the scum is coming in on.

Any software
companies who feel the
need to give away lots of
freebies in return for FREE
publicity can feel free to
contact the Games Ed and
let him know. Our
amazingly generous
sponsors this month only
happen to be ANCO who

will happily give some
amazing **RICK OFF** t-shirts
to the lucky mortals on
these pages. **OCEAN** who
have put up some really
neat badges for you to
fight over and

ELECTROOZIN who will
give the best of the bunch a
copy of **TIME SOLDIER**.

Right. Before we go
any further, I'd just like to
say that we have received
the very first entrant for

**OOZIN' EUGENE'S ALIEN
SCUM MEGA FRIENDS
PRIZE HILL**. Well, your
favourite place to be when
brogging about your
massive high scores starts
THIS MONTH! Wait for it...

Oozin' Eugene's Scum Of The Earth

And you'd
better believe
it!!!



OOZIN' EUGENE'S ALIEN SCUM MEGA FIENDS FROM HELL

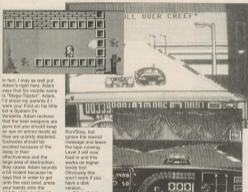
RED HEAT
126,833

Adam Taine,
Waterburyville, Portsmouth.

CABAL 208,615

Don Feltz, Graftonham,
Gloucestershire.

Wow. Not exactly overwhelming response was it? Well, thank Adam and Don, it's nice to know that you care. There's also to Adam for the "laughter", but send us in a real one next time, it can't look any worse than the editorial staff around here! Your tips appear elsewhere on this page.



In fact, I may as well put Adam's right here. Adam says that his middle name is "Mega-Tipster". Adam, I'd shoot my parents if I were you! First on his list is Systems 3's *Vendetta*. Adam reckons that the best weapons are guns but you should keep an eye on ammo levels as they are quickly depleted. Grenades should be avoided because of the delay in their effectiveness and the large area of destruction they cause. Adam sounds a bit violent because he says that in order to get onto the next level, press your hands onto the middle of the keyboard including the space bar until the screen goes black. The next level then loads in with all of the current level's items collected! On the driving section, pressing a reset button (see options) will give you another chance at it.

Now onto Ocean's *Operation Thunderbolt*. Adam lets us know the wonderful multitasking cheat. Get past level one with a couple of credits left. When level 2 loads, shoot by pressing F1 and

Run/Stop, but ignore the sound message and leave the tape running. Level 3 will now load in and this works on higher levels too! Obviously this won't work if you have a disk version...

Other cheats from our Portsmouth-based chums. Ocean's *New Zealand Story*. Type in "TRY CHEATING" for infinite lives, and to skip a level press the back arrow key. Atari's *Test Drive 2*. Press G whilst driving and the game will finish itself, plus you'll get an extra life!

A few points from Adam now.

RAINBOW ISLANDS
POKE 29529,109

FANTASY WORLD DIZZY

POKE 652,170

CHASE HQ
POKE 36762,170

DRAGON NINJA
POKE 32680,170

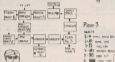
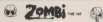
STRIDER
POKE 36266,170

SABOTEUR
POKE 56325,250
SYS 08735

All of these points should be entered with a cartridge.

Finally, codes for Empire's classic *Popeye*.
LEVEL 5: HANA
LEVEL 6: OPIN
LEVEL 13: REAP
LEVEL 17: SEED
LEVEL 21: GROW
LEVEL 24: TALI
LEVEL 29: HALI

Many thanks to you Adam, you are indeed a mega-tipster and can from now on count yourself amongst the ranks of the Sergeant Blimey. Look out for your copy of TIME SOLDIER.



Floor 3



Next into the head basket is Karl Ploz of Chorlton, Yorkshire. His maps for Zombi were so impressive that we hardly had to alter them at all. Many happy returns on your birth as Sergeant. Since my friend and get us some more wicked maps in. Sinye your copy of TIME SOLDIER by the amazing software house ELECTROGON.

MAP TWO

MAP ONE



WHO ARE
YOU
LOOKING
AT, PIZZA...
FACE?



Key Marshall (that's his name, not his code) from St. Peter's, Leicestershire, is busy with a few handy tips using the cartridge again. Well done Private Marshall (good how confusing). Anyway, Onwards and downwards into the Sims:

FLIMGO'S QUEST
POKE 5020,173
POKE 10300,166

TURRICAN
POKE 3030,173
POKE 10894,165



Wowwwww! Blagger this for a laugh. It's a complete solution to Times of Lore, it's here in SCUM OF THE EARTH, it's free and it's from the wonderfully-named Don Ricardo! Are you fat or is it a nickname? Anyway, on to your brilliant solution (but don't sell it, thank all).

You start in a pub. Go downstairs and have a chat with the guy at the bar. Go to the small room where the Clerk is and accept his quest. Buy

RETROGRADE
POKE 50374,173

1943
POKE 34854,169

BUFF & READY
POKE 10300,166

DEMAND
POKE 33820,173
POKE 33824,173

Thank for that selection Key. Let's have some more and enjoy your OCEAN badges.

some food and leave the Inn. Follow the road right until a road leads up. Follow this new road until you get to a hut.

Go inside the hut and get the knife, then ask the man for directions to the Ore Camp. Follow the directions and when you get to the camp find the urn and go back to the Inn. Give the urn to the Clerk and he tells you to see the Priest. Go into the castle and speak to the man in the chair. Accept his

mission, go to Larkwell and a ritual will tell you an axe for five gold pieces.

Take the road South until you find a bloke called the Black App (green - Up). Ask him about the High King and he will give you a confession. Take this to Ganeator, stay at the Inn there and in the morning go downstairs. Activate the trapdoor by bumping into a switch. Go through the door and you will be in a prison.

Go up the stairs then up and left to another flight but avoid the guards. Up these stairs on a chair is Heidric. Give him the scroll, then go down onto the next floor and find the tablet of truth. Question the guards. One will reveal as kill him. Pick up the note and go back to Heidric.

To rescue the Prince go North from the city and find a hut in the mountains. Get the green scroll from inside and go upstairs. Kill the guard and get the key. Set the Prince free. He will tell you to go to the Archmage who is to be found North of the Brakenford Forest across the bridge.

The Archmage will tell you to go to the Ruins in the desert. First of all teleport with the green

scroll to Rhyder, kill the Clerk and get some Holy Water. Walk to the Ruins and enter them by hitting the blue stones. Go through the doors. When you find the Lyche (a red bloke in a chain) hit him once and use the Holy Water. Get the red potion and get Go to Hallowton and get some supplies.

Go back to the Archmage who will give you a key to the blessed spot. Go there and find your way through until you find a shrine. Go to the temple of Angar in the mountains. Go inside and upstairs. Kill the blue Monk. Get the white key that he drops. Go downstairs and into the room with a white Monk. Kill him and go down the trapdoor to the dungeons. Rescue the prisoner there using the white key.

Go upstairs to where the blue Monk was. Stand by the bed, pick up a sphere and go down again. Find the grey Monk, hit him once with a sword then use the sphere. Pick up the Medallion and watch the finishing sequence!

Phew! Cheers for that one my round friend, it really cleared the airiest U R A Sarge! Enjoy your copy of **TIME GOLFEN** by ELECTROGON.



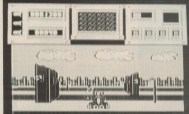
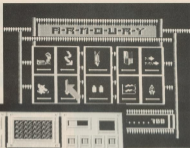
At the end of the first quest, you get a key to go up the stairs and get the green scroll. But you can't go up the stairs until you get the green scroll. So you have to go to the end of the first quest and get the green scroll.

TIMES OF LORE - I think he's got the scroll!! (Bad Scott John No. 283)



A new Corporal crud is in town! Asah's latest of Windows, Barstons. What a level! Still, it's not all bad. Here's his batch of ideas for your personal. He does have very good handwriting, mind you.

Batman the Movie: Blow! Everyone seems to be playing this one. Here's a handy hint from Asah. Clear level 1 (even I can do that) and load level 2. Get killed, then reload level 2 again. You now have infinite lives for the rest of the game.



BUBBLE NOZZLE
POKE 17488,0
POKE 1840,188
DRAGON NINJA
POKE 22895,173

FUTURE BIKE
SIMULATOR
POKE 5718,185

SAHSON
POKE 14842,173

What's wrong? No need to elaborate any further is there. Now onto Double Dragon 2, which on the whole wasn't my favourite game of all time! However, with an autofire joystick you can have lots of fun at the expense of the baddies. Just activate your autofire and keep the joystick forward. Asah says that you shouldn't lose any energy until levels 3,4 or 5!

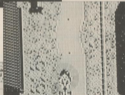
On level 2 of Licence to Kill, shoot at the jeep a couple of times then jump onto it by pressing forward the and jump. Now you can sit back and watch the landscape because the baddies can't kill you.

A few poky-pokes from the Corporal here now. He don't mention how to put 'em in but Ireck that

they're cartridge pokes.

VEGAS JACKPOT
POKE 28114,173

BEYOND THE ICE
PALACE
POKE 12755,173
POKE 13495,173



SPLIT PERSONALITIES
POKE 7883,173

Many thanks to you Asah, but why is your name a cunning diagram of a famous chain of high street supermarkets? Wait in anticipation of your KICK OFF T-shirt from ARCO.

FANTASY WORLD DIZZY



Finally this month is Jamie Adams of Elgin, Scotland. Here's his map of Fantasy World Dizzy, thank them you are now a Corporal. Enjoy the 1-shirt. A quickie tip from Jamie on Robo-coop, levels 1 and 3 in the closet. When walking bold down the (U/G/H) and press fire, Robo-coop will fly up to the top of the screen out of harm's way!

KEY

1	Desert	B	Stale bread	O	Empty bucket
2	Dylan	C	Apple	P	Shiny gold coin
3	Grand Dizzy	D	Boulder	Q	Key
4	Daisy	E	Map	R	Heavy bone
5	Deep	F	Whisky	S	Dragon's egg
6	Gold Coin	G	A bag (T)	T	Switch for Daisy
A	Jug of water	H	Piggy coin	U	Thick rug
		I	Measure	V	Garden key
		J	Golden Key	W	Sleeping position
		K	Hole	X	Single beam
		M	Pick Axe		
		N	Box door knocker		

Right then. Hands up who isn't any good at games and needs help on their favourite one? Right then. This issue sees the start of a mega new series, OOOZIN' EUGENE'S 'OH WHAT A WIMP' HELPLINE. All you have to do is write in with a wimp for help. This will be printed, and the first person to send us help for that game will get a special MYSTERY prize! It could be a promotion of 1 rank, it could be a game, it could be a copy of the mag signed by all of the staff (what a collector's item that would be!). Anyway, you're getting the picture. Get writing wimps!

OOZIN' EUGENE'S 'OH WHAT A WIMP' HELPLINE

Here's the first little wimp. Phil Maw of Scotchfield, Sheffield, wants to know "Has anyone got a poke for X-GUT?". An dickens, write Phil wants poky-woky for X-GUT then? There there, never mind, don't cry. Someone must have one.

How will Phil hold up his head at school now? (Ha). Next this ish is David W. Black of Norton Lees, also in Sheffield. What is it about Sheffield that makes gamsters such after wimps? It's no need to ask what the W stands for, he's clearly a wimp through and through.

Poor David can't get anywhere in Head Over Heels! God, what a wimp. He says that he can't make Head climb up the ladder. Never mind David poor, with a game this old just about everybody will write in!

Poor little Upweye Morgan of Mid Glamorgan, South Wales. He can't do anything with the YG cover tape game DEVIANTS. And Poor thing. He grovels a lot in his letter so somebody please help. I've never had such a clean backside (You can't say that - Ed)

That's it. Come on megagamers, get in those high scores, hints, tips maps etc. And from now on, your stuff won't be printed if you don't enclose a photo of yourselves. Get snapping!

OOZE.

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POST ACROPOLIS

Hello matey peeps. Of Postie, my couz from Brit, he on his summa holz innit. So is me, Post Acropolis wot's doing the lettaz this munf. Wotta lotta tripe! Never read anythin like it, know wot I mean? Anyway, is cool. Gettem lettaz into me at this postbox wotsit:-
POST ACROPOLIS, YC MAGAZINE, 20 POTTERS LANE, KILN FARM, MILTON KEYNES MK11 3HF.

YC (YOUR COBAL)...

It's good to see the return of YC64 (wotsoff? I think that was YC) is another mag to read? - PA) to the newstands after a (prolonged) gap. Magazines for the 8-bit machines are increasingly few and far between. However...

What puts me (and presumably other 'older' readers) off buying computer magazines these days is the fact that the tone of YC (and other mags) seems to be aimed at people with a mental age of about twelve (that old? - PA).

Leave the silly cartoons, tone up the editorial content and provide wider coverage of other issues (programming, games, technical, music etc.) and you will have a magazine which would appeal to a far wider audience (remember that increased circulation pays wages!).

Not all of us out here use our 64's for playing games exclusively...

B. Northover, Wetherstone.

PA: Oh lordy God. Notta naive serious reader. If we had played put some serious mag then the prob of 8-bit mags being worse would be one more mag worse - and fap, the mental age is about twelve, and seeing as our readers are mostly eight, they must have brains! Next you'll want articles on Cobalt, C and the state of Greek databases (and they ain't good

innit).

But seriously, if you don like YC you is not serious enough then get C64. Maybe you ain't gotta disk drive, but most serious users have. Fact is, most serious users don't bawse why the 64 cos is old hat. They all got Amigaz now innit? I agree wiv you, I don use my 64 for just playing games. Sometimes I like to use it some desktop, dig? Yours. Gotta go type less telling...

WORLD CLAZZ

This is about the tenth letter I have written to different computer mags over the last twelve months. So far none of the others have bothered to reply to me (PC refused the post even mag cannot reach - PA).

I know just by reading your mag that you are different. Computer mags in my area don't come into newsgroups on a regular basis, your mag YC I can

LETTA OF THE MUNF!!

WHOOZE HE TALKING TO?

Now listen PA, (Whooze Rix? - PA), if the best team in the world Manchester United (Prose! Galapagos FC, is better innit - PA) were as rubbish as you say they are they wouldn't have the England skipper Bryan Robson, also known as Captain MARVEL, and Scotland's no.1 keeper playing for them (Jim Leighton). And take note they have a museum full of their trophies and they also have been in 11 cup finals (But how many did they win? - PA).

By the way, Man. Utd. beat Arsenal 4-1 at the start of the season and then Arsenal were the Champions. And the day that Liverpool or Arsenal become better than Man. Utd. will NEVER come.

Also Moad, Exithum.

PS. Please please please send me a Man. United 64 computer game on tape.

PA: Now listen innit. Captain Marvel? Captain GB is more like. He's only wiv Man. U. cos no one else wants him! And the bestest keeper in Scot is eep cos none of them none here is catch balls. Their museum of trophies is probbly nicked and Liverpool have won 18 league Champions! lol!

As for winning Arsenal 4-1, is eep. They a buncha losers too, just like Man. U. An how come Man. U. almost got relegated if they so cool? I think that you should make like 007 and never say never again. Cool.



think I've never heard of it. Can any peeps help? Getting a subscription is a good idea if you can afford it, can you? It gets the mag quicker, dig? Is cool.

WHATZ SYS?

I have just bought TC August edition and I think it is a super mag. The price is just right for us kids. I'm not sure that I like the new format of mag but it still is a great mag.

I've just come across the Poke section and found that all the pokes given didn't have a SYS number to restart the game, so they are not a bit good. Please could you print SYS numbers in future issues.

Dave, Capertown.

Pls Dave, get the head screwed on right, is a cartridge poke if there's no SYS number on the poke, innit? You gotta get the cart to plug in the back of your 64. Then it restarts the game for you. Sorry but that's all there is to it.

Thank you for comments. The new look mag is one like TC game on Desk Top Publishing sys! on Apple Macs. Looks clean innit? Like hospital ward, dig? Mag comes from the hospital ward too, so we wanted you to get the feel of the surroundings. Hope ya continue to like us in time cos we're gonna get better.

WHY DO YOU...

I have been buying your mag ever since you started your new look and I think it's brill. You've improved the mag even more with your new look, with the fax on each review and the interesting add-backs feature and my mouth waters at the idea of a regular place for Flame Head (don't he owe brave? - PA).

Unfortunately I have a few groans:-

1) Please, please, please could you

include more colour in your mag, which is the only flaw to your C64 counterpart.

- 2) Please could you put some better games on the tape, I agree you have some good games like Pipeline II, Microsoft and Blambl but the rest is really a load of crap, eg. Frogs in Space. I think that you should include a demo on each tape and then one or two good games instead of the trash that you normally have that has the playability and addictiveness of Pro Mountain Bike Simulator.
- 3) You could enlarge the mag, as around 70 pages is just not value for money. You should include a regular preview section, a larger tips section and have a few more reviews.

Please could you also tell me where I can get a book or tape about machine code.

Mr.C. Wicked, Blandon.

Pls Well, Wella lotta things you don't like. Is good that you can air your views but I don't think that you have looked at the mag from the other point of view. Maybe a life in Galapagos Islands has made me a bit strange but I thought that if you put in more pages, more colour and better games on the tape it costs loadsa cash?

The new look will help cos it costs less to do mag on an Apple. Things will improve, with loadsa magz games and games in the runup to Grimsby. But to do what you want overnight would mean putting up the cost of the mag and nobody wants that. Be patient wiv us. The Baron of the Barbi will be getting bigger every month as more peeps jump on the bandwaggon. Send us some tips and who nose? You might even get in the bestest 64 mag again! Is cool?

MULTILOADERZ...

I am a new buyer of TC, I've only had my 64 a few months. I've always liked arcade games although I am 30 years old (Lordy God! That's old - RA).

only get from one newspaper in the centre of Sydney. I am still trying to persuade my wife to let me order an annual subscription but until then I guess I just have to get it when I can.

I thought that I would add a few comments. A lot of products that appear in your mag are not available on the Aussie market, eg. data recorder with adjustable tracking on the most cartridges, and many others.

To be honest the reason that I am writing is a cry for help. I need help with a simple old game that I bought three years ago called Frankenstein. With most adventures, I have no problem but in this one I cannot even get past the base. If you know the game can you please send a few hints as it's driving me crazy.

Last of all I would like to say that you put out a great mag - the best we get in Australia for 64 users.

T. Correll, Ringwood, VIC, Australia.

Pls: There's proof that we can cross the globe wiv our brilliantest life Brits (well, you Brits anyway cos I'm Greek) get Neighbours and the Aussies get TC. Anyone want to make a swap apart from us?

As for Frankenstein I don

Your review of Hammerfest was very good, but the black and white photos didn't do it justice. I got the game and I thought that it's very good. The store I would give it would be 10 all round especially the music. Maybe you can tell me how to get past the monster at the end of part one (under the sea), the one that throws shuttlecocks at you. Why do games companies make games like Ghostbusters II with multi-loaders? You have to keep reloading when you die. It's very frustrating when you play good money... (It's really boring from now on innit, just loads moaning about not having enough cash to buy a disk drive - PW). It has put me off buying any more Activision games now. Keep up the good work, also the poke for Space Harrier II doesn't work for me.

(J. Halliday) SE, Peters.

PA: Funny, I think that Activision did Hammerfest and Ghostbusters II! Well, I wish that you would make up ya mind. I'm confused!

innit. Games like multi-loaders are cos they can't fit all of the game into the 64 first time. It means that the games get bigger without the 64 getting bigger. If ya think Hammerfest was good then look out for Time Machine. It's even better, dig? It's cool!

LIARZ NEVER WIN...

I buy YC each month. It's a fun read after all of the other boring Computer titles and I don't want an Amiga thank you very much. I'm happy with my ST.

D. Peach, Lindsafere.

PA: Wots he said!

POSERS!

How do you egoists live with yourselves? I refer of course to the magicians that 'adorn' the start of

each review. What a bunch of fairy-faced posers you all are! I'll stick to the competition. At least they didn't give Monty Python's Flying Circus such an excessively high mark. I hope YC sinks for good next time.

Howard Schitz, Sogner Regis.

PA: Now look here. MPPG was a brill game, dig? And the competition (if they is really able to call themselves that) didn't give it a high mark cos we got the exclusive! Hal Go home. And if you really wanna see a mag go down hard then stay away from us cos we're here for good.

CRAWLY BUM LICKZI

I like YC magazine so much that I want to buy it for a lot of moosep.

R. Maxwell, Whipping.

PA: Sheddapays face!

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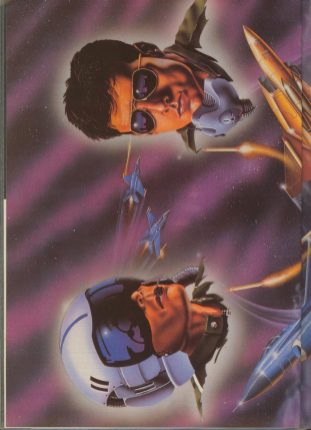
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Y.C.



POSTER



BARGAIN BUCKET

Review
12/89

Arcade flight sims often get repackaged, but never two on one budget cassette. This is full package stuff, because to my knowledge Ace and Ace 2 were both considered pretty good games.

They were programmed by a company called Cascade, who seems to have disappeared without a trace,

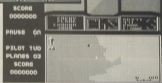


disappointment is comparison, but it could still hold its own.

But doesn't flight sims all feel the same? Well, in a nutshell, not too far off there are, Fighter Bomber yes, but not all of them. In fact they are both more arcade games than simulations, with smooth scrolling landscape and easy controls (not too many options, so how I hate spreading my fingers over twenty keys at once).



at a time when its only other release was a dodgy pack of 50 basic listings that passed as games. Ace changed all of this because it was so playable. Ace 2 was somewhat of a



ACE/ACE 2

SCORE
87

84

MATCH DAY II

The Hit Squad
£2.99

Um... I remember this... I wish I hadn't thought, it wasn't particularly good then and it's not particularly good now, in fact I'd go as far as to say that it's crap (not like certain other magazines that would rather not upset anybody).

In theory it should be very good indeed. Programmed by Jon Hinman of Head Over Heels fame, and featuring many exciting new features, should have made it the definitive footy game, but alas it was not to be. Why? Because it was so slow you could go down the shops, buy a jar of coffee, some milk, and some sugar, go home, wait for the kettle to boil, make yourself a cup of coffee and the

opposing team will still have found it very difficult to score a goal.

And this is not all. There were so many bugs and graphical glitches that it looked as if it were a grotty Saturday down Millwall, and not a game of football like we'd all expect.

On the plus side, it has no plus sides. This is not a very good game and the only reason somebody might want to buy it for the sum of £2.99 would be to keep it in their



library of ancient paper

PH

SCORE
35



Cartoon Time
£2.99

Oll and Lissa are back in another Spooky-like arcade adventure, and quite jolly good fun it is too.

This time Oll wakes up one day to find that some social has dismantled his burger (his car slowed) and had scattered it around a spooky old castle inhabited by big boasters and Ashley

lookalikes. When he had finished sobbing (the big party) he found himself a candle and decided to brave the dark...



Oll can traipse around the castle and pick up objects that are bound to help him. He needs a magnifying glass to find a piece of car, and a spanner to build it again. Other objects also lie around that will help him in some way, although he can only carry one at a time, and there is some food that helps to restore his sagging energy.

Telephones are also liberally placed in order to help



him in his quest. But there's no sign of LISSA, the galiver.

This is a title similar to the Trap Door games, and is quite a good laugh because of it. The entire game will certainly need mapping before you can really get anywhere though.

SCORE
89

PH

OLLI & LISSA 3

WIZARD WILLY

Cartoon Time
\$2.99

Now if this isn't a silly title I don't know where to go! And unfortunately for the Codex it's also a silly game. Not a bit bad, but rather silly.

For a start, if you go by the graphics on the back of the cassette may you'll see rather spilling Amstrad screen shots, and although the Comity graphics aren't THAT bad, they're like a Sprocky in comparison. But the gameplay is all here, and that's what essentially matters in the long run.

You are Willy (for ye not mislead) and you must collect magic crystals that lie around the landscape, whilst



avoiding big crunchy goblin kind of things. You do have a limited spell that allows you to shoot them, although the shots look as if they are coming from the small of your back. Also scattered around the landscape are big, hot boulders that'll zap your life away before you can say "Gawd

Balls of Fire".

And in order to comply with every other game currently on the market, there are enormous end-of-level questions that take big pots of time at you. And that's it really.

It quite a good game, not as good as Prince Charming, not as bad as The Mountain Bike Simulator. It's a case of you pays your money you takes your choice.

PH

SCORE
75



the obstacles set before you.

And finally there is AT's Simulator that is not really that good but is



4 QUATTRO POWER

Code Masters
\$2.99

Not on the heels of 4 Quattro Sport comes 4 Quattro Power, original names or what, and although it is not quite as strong as the former

to its difficulty level and mediocre graphics. The gameplay is pretty addictive though, and it's a sort of Kickstart for one player.

Super 6 Man is a little more weird, being a horizontal scrolling collectible bouncer-er-up. You have to leap and bound along the scrolling landscape whilst avoiding being squashed against the top edge of the screen and collecting all the little pots and things.

The Powerboat is like Spyhunter for two players as you climb up a river in your speedboat avoiding all

more like Kickstart than Moto 2.

Not a bad collection and seeing as you're getting each game for a little less than 15 pence, you should be damn well grateful.

PH

SCORE
86



game, it's another 4 games for a bargain price of £2.99.

Moto 2 isn't too hot, mainly due

MISADVENTURES

The adventure column is back!! But alas, poor Gedrie dropped his one day when a giant slug mistook him for a lettuce leaf and well... But now you've Paul "Twenty Pints" Rigby doing his own thing. Lead on Paul, lead on...

...Hear?... I'm G'd? On what? Let me tell you I've never toad... Oh G'd I've, yes, right, here grab this feather and the jar of Boleston Pictos while I make myself presentable ...

Hi! A big welcome to the first of what will probably go down in the annals of history as, the most amazing, magnificent, stupendous, and not 'till bad adventure column this side of Woking-on-the-Wald.

So what, as my rather trendy Editor might say, is 'going down', hear? Well, we've got lots of adventures from the capitalist, Thatcherite do/don'tship software workhouses and rooms of other independent adventures from the loyal brothers, down in the pit, who produce them with the likes of the GAO (Graphic Adventure Creator to you) at home, during their spare time. We've also got lots of RPGs for you from home and abroad. Plus, or should that be PLUS!!, one or two real gems that are not available over here as yet - check out Minicraft's The Magic Circle for a start. Bit of a stunner, that one. Then there's the arm... well actually that's about it.

Okay, that's what I'll be throwing at you lot - what can you do for me? (So what if you think this is a... Buttle?) Listen, mate knows. I want you to send me lots and lots of letters. Now I'm not interested in the ones addressed to your Auntie Cora saying what a nice time you had in Bognorregis. What I want are letters asking for help (I am here to serve) what did you think about the last "mega-game"? Totally freely or utter nonsense? Write in and tell me. If you disagree with my wonderfully joined reviews say so. If you have



Your new master of the dark and dingy, back stealing, commentaries is Paul "I don't know what all these pints are doing in front of me" Rigby!

any ideas for an adventure game or an RPG say it on me and I might just give a prize for the best idea. Write in and tell me about your most favourite (and least hated) Adventures'89'os. Also, don't worry if you need help on some game

which is so old the cassette may include a free offer for the new blanc Boleston steam. No sweat (well maybe just a bit) - I can handle it. I'm like, in, experienced, no sweat meant?

Right, that's that. Now over to Desmond in the studio ...

SECRET OF THE SILVER BLADES

SSI/US GOLD -

Imagine. There you are, down the mines digging a living and creating a glorious face-pack, eventually in sick and tired of villagers yelling at them to do At-Jaique impressions, Arthur Scargill sitting in the Pit Gale shouting his head off - cause he wants more pay to buy another Jaguar - and someone's shovel goes right through the bottom of the pit and opens up a hole that appears to lead into a gigantic cave of some sort.

"Oh, Frank, was this here?"

"Oh you know what that this don't ya?" says Frank with an air of someone who always pretends he knows everything about anything - even when he doesn't.

"Er..." said Ed Ballack. Careless of not showing his ignorance, even though he was.

"Well," continued Frank, "what you've got there is yer secret vault

that has laid undiscovered for thousands of years, like. Probably contains untold riches and lots'n lots of very vicious monsters'n things."

"Hoooo!"

"Yis taller' yal! See there all the fire in the players. Orcs and Dragons and all that stuff. Common knowledge isn't it? Starts to reason that we should have ooo. Remember the hell hounds at Upper Thringtons?"

"Oh, aye."

"Well, if they can have an ancient cell - so can we."

At which point a rather nasty Margorie appeared out of the hole and appeared both Ed and Frank, with its very long and very sharp body spikes. Now Verdigre was in a spot of bother, it seemed. What they needed was a few (fool) handy adventurers to sort out the mess. This is where you step in...

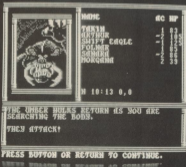
Secret of the Silver Blades is the

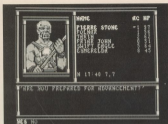
third in the Forgotten Realms series. Besides the floppy disks you get a rule book (which includes an explanation of the game menus and characters creation routines) and an Adventurer's Journal (that lists the game world characters - good and bad - off line paragraphs, that the game will instruct you to read for extra info and quite a few reference tables that list weapons, spells, levels and so on.)

As for actually playing the game, well if you have played any of the other AGD RPGs such as Pool of Radiance or Curse of the Azure Bonds you'll know what to expect.

The main window into the game-world is stuck in one corner and your character stats are squeezed into another window. Running along the bottom is a text window that tells you things like - "Oh my Good! Look at the size of that mummy! You haven't got a hope in hell's chance of scratching that, never mind killing it!" Well - play - it doesn't actually say that. Alright, yes, I made it up. Look, I'm trying my best, alright? What d'you think I am? Writer, soldier, Speechwriter or summat? Hm? The game? Oh, right, yes, you'll also see a few special full size graphic screens for when you do something, well, special I suppose.

Combat, hasn't changed from the earlier releases. You're still transported to the tactical-pseudo-





(3) standing on its 20-foot-tall-and-looking-not-quite-side-on-and-not-quite-looking-down-after-swinging Movement, in combat, is still in eight directions and you still choose from Aim, Move, Wield, Cast, Choose (or speeded, computer - controlled, combat, use (no use an item) and so on. Magic hasn't really changed. You still have to memorize and scribe spells (and, of course, cast the spells).

Acrobasis, looking at Silver Bluff, 1992. From the same shoot as the other three.

RECORDED 40

addition of a couple of extra character levels and a few monsters, there is absolutely no difference between this game and the last. *Forgotten Realms: Legends* (Apogee) from the mind of *Neverwinter Nights*.

Why? Why is it the same? Why haven't we seen an improvement in the combat and magic? Why isn't there more animation? Why is this game such a koo-coo?

Maybe DSII are a bunch of lazy bloggers who can't be bothered to make an effort with their new releases. Maybe they think that the gaming public (i.e. you) will be so grateful to see an AD&D game that you won't notice that there has been just so-so improvement in the game system. Then again, maybe TSR said to DSII-

"Look kids, either you produce 10 million Aflac HPDs every year or we won't give you things you can't anywhere, alright?"

By 1951, however, officials had to increase the contract and share all the costs.

It doesn't really matter what the reason is, actually. What is important is that, while everybody else - like Origin for instance - are busting a gut to give you, the loyal Commie C&A owner, the best RPGs they can produce, S&B - um - aren't. Should you support such a company, by handing over your hard earned cash, probably to then give it up you call again next time? Well, I wouldn't.

It really gets my back up when I see a company like SBA get so complacent and so bloody smug that they can't be bothered to make an effort.

My advice is to leave Secret of the Silver Blades on the shelves and save up for Ultima VI, which is currently being created by those nice people at Origin.

ADVENTUREMAG ROUND-UP (PART 1)

You've read *FO*. You just can't wait for the next gasp-worthy issue. So what do you read in the meantime? Well, there just happens to be quite a few nifty adventure mags produced by small teams of dedicated adventure enthusiasts that any self-respecting adventurer would do well to track down. Here's the list.

Mandy Rodriguez is a fiery lady. There's no doubting it. This Welsh stunner, the focus of every eligible bachelor in Llandudno, produces the longest running dedicated adventure magazine the world has ever seen. Called *Adventure Probe*, the A5 size magazine is packed with reviews, reviews, the odd



solutions, hints, tips, trivia, readers letters and other stuff that I can't think of just at the moment. Incidentally, Mandy also the creator of one or two adventures of her own, written especially for the dear of G4, she is also the exclusive distributor for Incentive's G4C Plus adventure creation utility for the G4 (all of which are well endeavor to cover in future issues) - so there's a couple of more reasons to support Probe! The mag is always an excellent and informative read, entertaining and friendly (at least YC). Adventure Probe is packed with over 45 pages and is available for a paltry £1.99 from - Mandy Rodriguez, 67 Lloyd Street, Llandudno, Gwynedd, LL30 2YP.

JACKET AND CHILL

WIN! WIN! WIN!

YC and US Gold have gotten together and come up with a real leather-bound idea to allow you to win some splendid goodies.

WHAT YOU MUST DO TO WIN SUCH A STIFFY PRIZE!!!

Answer the three simple questions below and send your answers (on a postcard or sealed envelope) to us at Jacket All in Campe, YC, 20 Potters Lane, Kilm Farm, Milton Keynes, MK11 3NF.

A) Who starred in Top Gun?

B) What colour was the infamous German Pilot who went by the name "Baron"?

C) Who is the fictional pilot who has a friend called "Ginger"?

Closing Date: 15th Nov 1993



Jacket shown is replica of jacket worn
Modelled by the gorgeous
Janine "Sis" Henderson.

1ST PRIZE

★ A Leather "Flying" Jacket (and we don't mean that it flies money!) worth over £300, and made to your exact measurements (and we mean EXACT!!!)

★ A copy of U.N. Squadron on cassette or disk

10 2ND PRIZES

★ A copy of the game on cassette or disk

**NORMAL
COMPD RULES
APPLY!!**



LORDS OF CHAOS



NEOSALIS -
EP-85 Tape,
£14.95 Disk

All form a
circle, join
hands and start

chanting. Don't get
arrested...

Anyone who started their computing life on the ZX Spectrum may remember the GreatWitchy of this game. The original Chaos was one of the first ever games to utilize most of the 48K memory when the first 48K Spectrum appeared. Unfortunately, despite its brilliant gameplay and eight-player option, the game didn't do very well due to poor marketing and its eventual withdrawal from the marketplace. Original copies can be regarded as collector's items.

However, Lords of Chaos picks up where the original left off. Some six years later, the game is really

improved, looks very reminiscent of games like Laster Squad, and is superb.

The game has been increased in size and complexity. The original featured a single screen which played host to all eight wizards. The idea was to cast spells which created creatures. These creatures then did combat, and the wizard that was the last to die won. Lords of Chaos is very similar. Your wizard has to strive to be the last survivor in a battle of magical forces.

At the start of each game you

have to select your options. You have a certain amount of development points which may be spent on your character or your spells. Your characteristics include spell points, strength, movement points and combat skills. Upgrading these costs various amounts of development points and will effect your ability to cast spells, move around the complex, and success in battle too.

Instead of being given a random list of spells like the original, you have to choose your own in Lords.

BIK	EP.512	COST	LEVEL
ENCHANT		10	0
SUBVERSION		10	0
CURSE		8	0
MAGIC ATTACK		10	0
MAGIC BOLT		6	0
MAGIC LIGHTNING		12	0
		16	0
		8	0
		6	0



Many spells at your command. Paul Daniels would give his right pants to get hold of this enormous collection (probably).

Selecting a spell costs a certain amount of points, and selecting multiple spells of the same type costs extra points. The spells come in various types. There are the damage spells, that affect enemy wizards or creatures, the beneficial spells that have a good effect on your wizard, and creature spells that (probably) create a creature for you

And there was I thinking that I'd hit rock bottom!



WIZARD RIK	LEVEL 1
EXPERIENCE 459	COST
WARRIOR 91	9
ACTION POINTS 40	10
STAMINA 34	4
CONSTITUTION 34	3
COMBAT 5	2
DEFENCE 5	2
MAGIC RESISTANCE 70	4

What a character! We've always said that Rik was rather special, well... this old saying.

Fax

Creature Feature

When playing this game with friends, if things start going horribly wrong there are ways out. A) Try saying "can someone tell me what I'm supposed to be doing please"; B) Say "Offside! Ref, the Minotaur was offside!"; C) Unplug the computer and ask to play a shoot-'em-up instead.

to command.

Each spell has a chance of success depending on its difficulty and your skill. Then the game proper

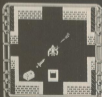
starts. You appear in a room of a complex. Any objects in the room are described in 3D graphics. Control is similar to games like *Liver Squad*.

You select an icon to give a command, for example move, or pick up object. Then you select the location by positioning the cursor over the place you want to effect.

With practice this becomes easy and quick. Then the fun really starts. You can cast creatures up to form an army and start moving around looking for other wizards to kill. When two opposing creatures battle their respective power and skills are compared and the outcome is decided.

The game becomes a frantic struggle for power and survival. With multiple Human players there can be loads of scheming, alliances formed and broken, and general mayhem. The computer wizards can be a little predictable at times but the game is still fun to play alone.

I was a fan of the original and I am a fan of this too. Fantasy freaks or strategy fans should give it a look. You won't be disappointed.



FLOOR



skorebox

6	7	10
2	8	

overall

86

THE PURPLE PUZZLE PAGE

TOWNE

Once when injury was injury, and the country was... um... the evening, there was a sergeant and a private in a fort. In the distance the sergeant could see a spark coming towards them so he sent out his private to the nearest ridge to see if he could get a better look at him. He told him to also find out to see how far away he was and if he saw any injury.

The private rodeo to the nearest ridge, assist him up and rode back to the foot.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

"He's about an inch tall, and I can't make out if he's an injun or not!" said the captain.

"Oh, that's okay," said the sergeant. "He's about five days away from coming on duty for good."

The next day came and the pirate-crew were able to tie the ridge, raised him a m. northward back.

“I don’t want to be a doctor,” said the boy.

"He's about four inches tall, but I still can't make out if there are legs or not," said the police.

"That's okay," said the sergeant. "You should have stayed away. You were very ill at the time."

When the morning came the police came once again and by the nearest door, picked him up, and made back.

© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 103–110

"There's about 10 inches tall, shaggy, somewhat like a dog but it's not a dog. It's like a shaggy dog, but it's not a dog," said the witness.

"They, however, go on to add to the reign and place here" declared the interest.

"Oh, I can't do that," said the prince.

Blip! It's me again, The Old Purple Codger From Outer Space, and have we got some puzzles for you? Well, er, no we haven't actually

¹¹ "What about the high road?" answered the passenger.

¹⁰⁰ Ibid., 179–80, 180–81, 181–82, 182–83, 183–84, 184–85, 185–86, 186–87, 187–88, 188–89, 189–90, 190–91, 191–92, 192–93, 193–94, 194–95, 195–96, 196–97, 197–98, 198–99, 199–200, 200–201, 201–202, 202–203, 203–204, 204–205, 205–206, 206–207, 207–208, 208–209, 209–210, 210–211, 211–212, 212–213, 213–214, 214–215, 215–216, 216–217, 217–218, 218–219, 219–220, 220–221, 221–222, 222–223, 223–224, 224–225, 225–226, 226–227, 227–228, 228–229, 229–230, 230–231, 231–232, 232–233, 233–234, 234–235, 235–236, 236–237, 237–238, 238–239, 239–240, 240–241, 241–242, 242–243, 243–244, 244–245, 245–246, 246–247, 247–248, 248–249, 249–250, 250–251, 251–252, 252–253, 253–254, 254–255, 255–256, 256–257, 257–258, 258–259, 259–260, 260–261, 261–262, 262–263, 263–264, 264–265, 265–266, 266–267, 267–268, 268–269, 269–270, 270–271, 271–272, 272–273, 273–274, 274–275, 275–276, 276–277, 277–278, 278–279, 279–280, 280–281, 281–282, 282–283, 283–284, 284–285, 285–286, 286–287, 287–288, 288–289, 289–290, 290–291, 291–292, 292–293, 293–294, 294–295, 295–296, 296–297, 297–298, 298–299, 299–300, 300–301, 301–302, 302–303, 303–304, 304–305, 305–306, 306–307, 307–308, 308–309, 309–310, 310–311, 311–312, 312–313, 313–314, 314–315, 315–316, 316–317, 317–318, 318–319, 319–320, 320–321, 321–322, 322–323, 323–324, 324–325, 325–326, 326–327, 327–328, 328–329, 329–330, 330–331, 331–332, 332–333, 333–334, 334–335, 335–336, 336–337, 337–338, 338–339, 339–340, 340–341, 341–342, 342–343, 343–344, 344–345, 345–346, 346–347, 347–348, 348–349, 349–350, 350–351, 351–352, 352–353, 353–354, 354–355, 355–356, 356–357, 357–358, 358–359, 359–360, 360–361, 361–362, 362–363, 363–364, 364–365, 365–366, 366–367, 367–368, 368–369, 369–370, 370–371, 371–372, 372–373, 373–374, 374–375, 375–376, 376–377, 377–378, 378–379, 379–380, 380–381, 381–382, 382–383, 383–384, 384–385, 385–386, 386–387, 387–388, 388–389, 389–390, 390–391, 391–392, 392–393, 393–394, 394–395, 395–396, 396–397, 397–398, 398–399, 399–400, 400–401, 401–402, 402–403, 403–404, 404–405, 405–406, 406–407, 407–408, 408–409, 409–410, 410–411, 411–412, 412–413, 413–414, 414–415, 415–416, 416–417, 417–418, 418–419, 419–420, 420–421, 421–422, 422–423, 423–424, 424–425, 425–426, 426–427, 427–428, 428–429, 429–430, 430–431, 431–432, 432–433, 433–434, 434–435, 435–436, 436–437, 437–438, 438–439, 439–440, 440–441, 441–442, 442–443, 443–444, 444–445, 445–446, 446–447, 447–448, 448–449, 449–450, 450–451, 451–452, 452–453, 453–454, 454–455, 455–456, 456–457, 457–458, 458–459, 459–460, 460–461, 461–462, 462–463, 463–464, 464–465, 465–466, 466–467, 467–468, 468–469, 469–470, 470–471, 471–472, 472–473, 473–474, 474–475, 475–476, 476–477, 477–478, 478–479, 479–480, 480–481, 481–482, 482–483, 483–484, 484–485, 485–486, 486–487, 487–488, 488–489, 489–490, 490–491, 491–492, 492–493, 493–494, 494–495, 495–496, 496–497, 497–498, 498–499, 499–500, 500–501, 501–502, 502–503, 503–504, 504–505, 505–506, 506–507, 507–508, 508–509, 509–510, 510–511, 511–512, 512–513, 513–514, 514–515, 515–516, 516–517, 517–518, 518–519, 519–520, 520–521, 521–522, 522–523, 523–524, 524–525, 525–526, 526–527, 527–528, 528–529, 529–530, 530–531, 531–532, 532–533, 533–534, 534–535, 535–536, 536–537, 537–538, 538–539, 539–540, 540–541, 541–542, 542–543, 543–544, 544–545, 545–546, 546–547, 547–548, 548–549, 549–550, 550–551, 551–552, 552–553, 553–554, 554–555, 555–556, 556–557, 557–558, 558–559, 559–560, 560–561, 561–562, 562–563, 563–564, 564–565, 565–566, 566–567, 567–568, 568–569, 569–570, 570–571, 571–572, 572–573, 573–574, 574–575, 575–576, 576–577, 577–578, 578–579, 579–580, 580–581, 581–582, 582–583, 583–584, 584–585, 585–586, 586–587, 587–588, 588–589, 589–590, 590–591, 591–592, 592–593, 593–594, 594–595, 595–596, 596–597, 597–598, 598–599, 599–600, 600–601, 601–602, 602–603, 603–604, 604–605, 605–606, 606–607, 607–608, 608–609, 609–610, 610–611, 611–612, 612–613, 613–614, 614–615, 615–616, 616–617, 617–618, 618–619, 619–620, 620–621, 621–622, 622–623, 623–624, 624–625, 625–626, 626–627, 627–628, 628–629, 629–630, 630–631, 631–632, 632–633, 633–634, 634–635,

CONSOLATIONS By Rik Henderson



YC READERS SURVEY

Remember the page we asked you to rip out of your May editions? Well, here's the results!! Sections A & B this issue, Sections C & D next...

SECTION A (PERSONAL)

1. SEX

Male	95.7%
Female	4.3%

Not surprising although rather upsetting. Go on lads get your girlfriends, sisters, or any other female to read YC too... Er... Except your mothers!

2. AGE

Under 10	4.3%
11-13	44.4%
14	17.1%
15	5.9%
16	5.1%
17	1.7%
18	1.7%
19	0.9%
20-22	3.4%
23-25	0.9%
26	0.9%
30	0.9%
Over 30	12.8%

3. EMPLOYMENT

At School	73.5%
At College/University	4.3%
Working Full-Time	17.1%
Working Part-Time	4.3%
Unemployed	2.6%

Some people still at school also work part-time (Saturday jobs, paper rounds) thus the percentage is higher than 100%. I wonder how many of you have had your copy of YC confiscated by a teacher!

3b. WAGES (POCKETMONEY?)

£5 or less	46.4%
£6-£10	16.5%
£11-£30	9.3%
£31-£100	6.2%
£101-£300	16.5%
£301+	3.1%

Some of you earn far too much!! Everybody in the office is in a bit of a row!

4. UNDERWEAR

Boxer Shorts	72.6%
Y-Fronts	5.1%

Hi Sid!! At last Pk has a majority readership who really understand him!

Kinky Lace Knicks	6.8%
Briefs	14.5%
Thongs	1.7%
Don't Wear Any	0.9%
Other	0.9%

Some people wear more than one type of underwear (at the same time!). An unhealthy amount of you are into kinky lace knicks, and those of you who don't wear any, remember we've got your names and addresses.

5. SPAM	
Yes	53.8%
No	45.3%
Abstain	0.9%

The big Spam debate ends with a thumbs up for the sweetly comestible!

SECTION B (HARDWARE)

1. OTHER COMPUTERS OWNED

Spectrum	7.7%
Amstrad CPC	0.9%
Atari ST	0.9%
Amiga	2.6%
Games Console	10.3%
Other	15.4%
No other computer	62.2%

The majority of 'others' that were listed were C16s and BBCs, although we asked for other COMPUTERS.

2a. NEW COMPUTER IN NEXT 12 MONTHS

Spectrum	0.9%
Amstrad CPC	0%
Atari ST	3.4%
Amiga	17.1%
Games Console	3.4%
Other	3.4%
No other computer	71.6%

Over 20% of you are going to buy a 16-bit computer in the coming year... Hmmm... I hope you'll not be giving up on YC though!

3. DISK DRIVE

Yes	13.7%
No	86.3%

This is a surprising result, although with the 1541s and 1570s I've come across I think it's fairly justified.

4. MONITOR

Yes	15.4%
No	84.6%

The wierdest thing about this is that more people own a monitor than a disk drive!

5. C64 OR C128

C64	97.4%
C128	4.3%

Some people own one of each, therefore taking both boxes! Lucky beggars!!

TURTLE POWER!!!

EVERYTHING YOU EVER WANTED TO KNOW ABOUT THE TEENAGE MUTANT NINJA TURTLES BUT WERE TOO EMBARRASSED TO GO INTO THE COMIC SHOP TO ASK!

40 Stunning Turtle facts care of Dave "Half Shell" Hughes!

While discussing comics this day, a friend once remarked that "it doesn't have a shell and a stunter, I'm not interested!" Less than a year later, Hollywood has made the same attitude. And why not? The **TEENAGE MUTANT NINJA TURTLES** movie is already the most successful independent movie of all time, with reworkinging all over the world reaching even flat-proportions. Wherever you go, whether they're "teenies" or "ninjas", turtles are everywhere! And unlike the short-lived (but nauseating) Batman, Turtle-mania looks set to stay. They're hip, easy heroes in a half-shell. They live in sewers. They eat pizza like a terrible shortage might be only hours away. They like girls. They shoot "Cowabunga" mindlessly and without provocation. Does any of this sound like Batman to you, dudes?

When the **TEENAGE MUTANT NINJA TURTLES** movie hits your town towards Christmas, you may need the relevant turtle trivia at your fingertips. So here, especially prepared for YC readers, is the comprehensive guide to all things teenage or turtle...

- 1) There are four turtles in the gang. Each wears a different colour headband to identify him.
- 2) **PATHWAYS IN RHYME's** international number one hit



They're teen, they're green and they're quite unusual

TURTLE POWER gives Raphael as the leader of the Turtles, but the comics favour Leonardo. Michelangelo is the team's party dude, and occasional cook.

- 3) Raphael is the fighter, and can sometimes be headbashed.
- 4) Donatello is a pacifist, and also likes anything mechanical.
- 5) The Turtles were mutated by a secret chemical called Mutagen, which was poured into their sewer homes by a company called T.O.R.U.
- 6) The team's human pal, April O'Neil, is a news reporter, although she was once portrayed by one of the TMNT comics as a computer hacker.
- 7) The Turtles were trained in the Rings arts by a rat "sensei"

named Splinter.

- 8) There are currently around 75 million TMNT sets of all descriptions around the world.
- 9) The Turtles began as a doodle on Kevin Eastman's office notepad in 1983.
- 10) It took a \$7,000 tax rebate to launch the first **TEENAGE MUTANT NINJA TURTLES** comic book series.
- 11) The movie took 100,000 times that amount in just over a month.
- 12) In 1988 TMNT toys were launched, \$25 million worth were sold that year.
- 13) Surge licensing, which handles TMNT, receives an average 30 requests for new licenses every day. "Everything from folding musical pens to underwear that turns into shorts"



- 15) 99% of license applications are rejected.
- 16) Surge currently sanctions 250 licensed products, and estimates that 100 times that number of products are available without an official license.
- 17) STING's 1986 album *THE DREAM OF THE BLUE TURTLES* is unlikely to be a tribute, since the Teenage Turtles are green. Both DC and Marvel Comics reprinted Rayn Eganman and partner Peter Laird's idea for the TMNT comic. Almost every major studio in Hollywood did the same five years later in connection with the movie.
- 18) There are three regular TMNT comics, published by Mirage, Archie Comics and Fleer/Mirage also publish *TALES OF TEENAGE MUTANT NINJA TURTLES* in black and white.
- 20) The 1967 movie *TURTLE DAIRY* is about nature conservation, and not a dramatization of Leonardo's dreams.
- 21) The BBC decided to change the Ninja Turtles to "Hero" Turtles to avoid confusion for British kids. Confusion has reignited ever since.
- 22) Official TMNT merchandising sales stood at \$668 million before the movie opened in the U.S.
- 23) Eclipse Books' TMNT tribute,

ADOLESCENT RADIOACTIVE BLACK-BELT HAMSTERS, completely failed to become a cult hit.

- 24) A turtle dove is a bird noted for soft cooing and affection. It is therefore unlikely to be related to the Teenage Turtles.
- 25) The TMNT movie was made by an independent Hong Kong studio, Golden Harvest.
- 26) The movie cost \$12 million to make. It broke into in 38 hours, taking \$25.4 million in its opening weekend.
- 27) The movie holds the record for the biggest ever non-holiday opening in motion picture history. It is the ninth biggest opening of any kind.
- 28) Mock turtle is a kind of soup made of calf's head in an ill-favored cuisine these days, since Ninja-trained Turtles take less than kindly to being necked for made into soup.
- 29) The Turtles' usual enemies are Shredder, Krang and Baxter. Shredder's real name is Oroku Nagi.
- 30) Krang is from Dimension X. He lives in the "Technodrome."
- 31) Baxter was originally portrayed as black, but is now Caucasian.
- 32) The TMNT movie hit the \$100 million mark after 34 days.
- 33) Movie industry analyst Michael Maltin described the movie's enormous take as "the most amazing gross in history, especially as a large part of it is reduced price (children's)

admissions."

- 34) Financier New Line's normally accurate tracking system predicted that the TMNT movie would take \$60 million in its opening weekend (about the same amount that *DAYS OF THUNDER* took). The highest prediction in the New Line office was \$14 million - still about \$11 million shy of the actual two-day take.
- 35) The movie's special effects were handled by the late Jim Henson's Creature Workshop in London. Their work accounted for more than half of the movie's actual budget.
- 36) A turtle-necked garment is one with a high-fitting collar, not one that is green and rubbery with a suspicious billy smell.
- 37) The *TEENAGE MUTANT NINJA TURTLES* roleplaying game is published by Palladium Books. In it, players can become almost any kind of mutated animal they can think of.
- 38) Arcade and computer games starring the Turtles are now very common. It has been announced that a "Turtle-puck", similar to last year's "Bat-puck" will be released at the same time as the movie.
- 40) The TMNT movie opens in the U.K. on November 16, a mere nine months after its Stateside opening. The sequel is already in pre-production.

(With thanks to Splinter, Leonardo and Jim Meshelembro)

When they meet it was
CONQUERING
The Teenage
Mutant Ninja
(here's) Turtles,
many
merchandise's
delight!!



O d D b o ds ❄️

There's more to life than the Conny 64! But what? Well there's Des O'Connor records, Refresher chains, and Stars in Their Eyes on TV! Errrr... Here's a few other things that are currently around too!!

MUSIC

SOUP DRAGONS
Town and Country
Club
August 1990



I don't know. Just find a funky drumbeat, a wah-wah pedal, an old Stones track (that's Rolling, not Flowers) and a reggae toaster (no - I don't mean the pop-up sort, I mean the ones with the dreadlocks, y'know) and you too could turn a dodgy indie band into a dance sensation. Whooops... Err... They were dancing all along, right? Well, they proved at the T+C that they can certainly turn out a good tune (or ten) and put off the indie-dance business with no profits. In fact, there wasn't a dry armpit in the house (bleurgh) after Sean Dickson and the boys

had motored through such corks as 'Loveday' (much flailing of lights and pointing of fingers during the chorus) and 'Matter Linnene', a track as loud as any as I'm Free. So laid back, in fact, that it was almost horizontal.

This was not the case for the crowd, who - whether they'd seen Sean Dickson on the telly looking gormless or whether they were hardcore fans who'd been with the band all along - insisted upon bouncing up and down and around into each other, into photographers (ouch, oof) and others, to the strains of the bouncy new-style 'discoqueer' songs.

Everything slotted together with I'm Free. The crowd lapped up the on-one (plus, lots) and just adopted their singalong part which they roared while Dickson rattled his tambourine and the band played their ensemble indie hearts out.

So it's definitely a good thing that the Soup Dragons were free to do what they want any old time! and experimented with dancey stuff, or else how would have been treated to such a great gig) and that would have been even worse than landscape-jumping. Joke, boys? Er... put down that chocolate Thud...)

Jeffrey Davy

F I L M

TEENAGE MUTANT NINJA TURTLES
'12'

And here they are again, but this time in the flesh! And what amazingly agile flesh it really is, or at least the guys in the suits must be.

You all know what the turtles are, but no matter what hype you'll have been dealt nothing can prepare you for the coolness, funniness, and downright outlandish

(?) of the heroes in a half-shell. They are so today, Ninja!ta whilst on skateboards, pizza slotted down the drains into their sewer home. And this is why the film is so good.

Unfortunately it has many bad points too. The effects aren't THAT good, and the action sequences are obviously marred by the immense weight of the turtles costumes, but who gives a flying frag! The movie is funny, fast and furious, there are heroes we can relate to. They do not have any

emotional problems, they don't have to dress up as bats or any other such creature, the only

problem they have is that they are green, bald, and what a bit.

The Teenage Mutant Ninja Turtles movie has taken the time to get here but it was well worth waiting for!!

Rob Henderson

COMICS

JUDGE DREDD ANNUAL 1991 Fleetway £4.95

Is it like or are annuals shrinking in judge size and increasing in price? T Ho (over)

2000AD ANNUAL 1991 Fleetway £4.95

In comparison to its JD counterpart, this is possibly the weakest 2000AD annual to appear for some time. It is a mish-mash of strips based on the comic heroes that are currently popular, articles, stories and listings and a reprinted Carl Kennedy drawn Raggie Trooper from days long gone, which is unfortunately the highlight of a rather drab affair.

The original strips, based on Strontium Dog, Judge Dredd, General Zero, and Moonmen, are pretty poorly written, and unimpressive to say the least. And articles based around the artists' favourite covers of the last year's 2000AD are more stale.

As one who has collected every 2000AD annual that has been released since 1978, hopefully this is not a mark to judge others by. I should imagine this is because of the sudden influx of new Fleetway titles, and the distribution amongst them of the better artists, robbing the mainstay title of its talent.

Rik Henderson

'MAZING MAN SPECIAL #3 DC \$2.00

The incredible Mazing Man is back in the third collection of new adventures since his own title was discontinued in 1988.



Incredible may not be the right word though, to describe the 13 hot, chaotic items, with Dredd's latest strips, and a Marvel that looks

like a dog, but the title is certainly amusing.

And the strangest thing is I don't know why! The comic looks essentially like a little one, such as Muppet Babies or the Fleetway version of Remage Master Mega Furies, but it is in the plotting that the real mastery is performed. It is really an amusing look at the more things and things outside in life, the industry and home emotion, and you are left with a grin on your face, but with ideas rattling around in your head that life can be just like this.

Not a good comic, a great one, the only problem with it being the fact that it is no longer regular due to most comic fans completely missing the point.

Rik Henderson



Must you, this is the first Judge Dredd annual to deliver the goods, in my opinion.

There is the usual reprinted story inside, and as usual two of the pages are reprinted in the wrong order, causing confusion. There is one totally original Dredd story that features the big man in about two frames. The rest of the book contains many text articles and stories based around Mega City One, and there is an enormous Cole MacNeil artworked strip in glorious colour that makes this book rather more special than any before.

Why? Because not only is Dredd a main character, but Johnny Alpha, and Wolf Blamhammer, the Strontium Dogs, appear in a sort of Back To The Future style tale that allows Alpha fans to grasp a title of the 'Third Power' that they're sure to miss now that the movie has passed away in another title 2000AD.

Not only do we get this, but there is a wicked Jamie Hewlett cover. Roll on Judge Dredd the magazine.

Rik Henderson





ALL TIME CLASSICS



ACCOLASE - £19.99 Disk

Pool, boxing, tennis and then a quick dash around the block in the tank. After each activity Rick takes a breather and decides to stick to computer games.

First we had All Time Favourites, now All Time Classics, what next? All Time Big Stanky Ones? All Time Pandy Fun? Probably, but I wouldn't mean, not if Classics is anything to go by.

So what's on it then, I mean a compilation is just a few disks and a manual without the games, and nobody would pay £19.99 for that would they. Well, the games are all Accolade ones, three of them are sport sims and the fourth is a tank sim (and not a fish tank if you got my drift). "But what are the games like silly?"

Well... Serve and Volley is a

simulation of tennis, and to be honest it's not that spectacular. In theory it should be the best you're likely to get. The controls are fairly easy to fallow out, and there are many, many options (like most Accolade games) and different kinds of shot that can be performed without much skill involved. But that's the problem, although you can play it at three difficulty levels, the skill factor is more a question of timing, not a response or reactions one.

Also the graphics are seen from a side-on view, which is not very practical. And when stood up against International 3D Tennis, this is very pale in comparison.

T&O has a similar problem, although it is far more fun to play whether or not this is because it allows you to pummel somebody's face and actually make it bruise and bleed (the graphics do show this) is neither here nor there, I enjoy it because it is just about the most accurate sim of the sport of boxing.

Another unique feature that distinguishes this from the rest of the boxing games around is the fact that not only is the action shown in 3D from first person, but it is split screen so both players, if indeed two players are playing, can have a face-on view of their opponent. But unfortunately, although there are many many options, before the fight, there are not so many during and the play can get a tad monotonous. Ho well.

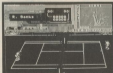
Back Em is about one of my favourite pastimes though, and is easily the best version that has ever appeared on the coming. Yep, it's about pool, snooker, and many other state table sports. And this is worth the price of the compilation on its own.

It is seen from a sort of top-down view, and it is the way the balls roll that puts this in the highest grade. Also it has a rather special way of selecting the power and accuracy for each shot by a pictorial 'stretching of the cue'. And there is even an option



If one was rather sorry and oh so rightless, one might say that this game was a loads of balls. Now we say that it's a loads of colobbers!!

Serve and Volley is not very good really, two logo men battling it out over a ball that moves as fast as a Pelican Platin with or without car trouble. Makes no sense to me! I'd rather sit at home and watch the real thing while looking into a large bowl of strawberries and some rather spilling champagne



Fax

Title

TKD stands for Technical Knock Out, but it could also stand for Two Killed Otters, Tasty King Orange or a multitude of things.

Steel Thunder is what you get if you fart in the bath.

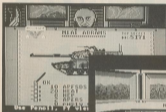
Serve or Volley is not a game about a stupid German waiter.

Rack 'Em was also very popular with the Spanish Inquisition.

for beginners that allows these new to the game to aim where they want the ball to go, and this in turn determines where they'll hit the cue ball. A great game, although I've not figured how to have only one player, so I think you're stuck with having to get a friend to play too.

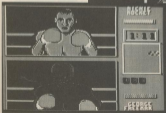
And these three are capped with Steel Thunder, a game reviewed not too long ago, and it is a sort-of F-16 Combat Pilot in a tank. There are tons of missions to be completed by yourself and the one which you command, and allows you four different tanks to take control of. Simulations don't normally come out this way that are this good, and to find this one on the same compilation as Rack 'Em is a positive bonus. One thing though, the instructions aren't very clear and the keyboard overlay given with the game on its late release is speakingly missing.

All Time Classics aren't. But they are great games all packaged together, and disk drive owners have certainly got a treat on their hands here.



What's the total of getting the glowing classroom over that planet. If I was correct I'd say that looks just like my old French Teacher, and I am so I will!

Two men fighting over a rather stupid ball, sounds like a good excuse for a blood-spilling brawl up to me.



skorebox

	MIA		8
	MIA		8
overall			85

FLAME HEAD

By Rick Henderson & Cam Smith





OH MY GOD,
SOMEBODY CALL
AN AMBULANCE!

SCRATCH THAT,
SOMEBODY CALL
THE CANTIER.
THEY MIGHT BE
ABLE TO USE
SOME OF THIS!



I CAN SEE THAT WE'RE
GONNA GET ON JUST
FINE. WE'LL HAVE TO
GET YOU A HELMET
THAT DOESN'T MELT
THOUGH.



LATER...

BOM!



OH!



CREAK!!!



KRAASH!



COME, WE MUST
GO YES?

NEXT DON'T
ROCKET THE
BOMBY!

MEAN STREETS



US GOLD -
\$14.99 Disk

Tex Murphy, the
only man in the
world with a
silly name-

then Adrian Pumphrey, is
back!



I'M BEEN THE SO THEY LIE BY THE
SHILLER. SOONER. I'M SORRY. I'M MEET
THEY. THE SORRY. THE SORRY. THE SORRY.
I'M SORRY. I'M SORRY. I'M SORRY. I'M SORRY.
I'M SORRY. I'M SORRY. I'M SORRY. I'M SORRY.
I'M SORRY. I'M SORRY. I'M SORRY. I'M SORRY.

Standing inside the LA Raiders' football ground I get a feeling that like the home
team I'll never get a result. Not a winning one anyway.

Fax

Arrrllbaa!

Tex Mex is not Murphy's brother but a kind of spicy
Southern food. It consists of things like Tortilla Chips,
Chili and Nachos. But if someone offers you a
Poncho then don't eat it because it's a kind of cloak.

You've read the exclusive
preview in last issue (at least I
hope that you have) and now
read the exclusive review! Tex
Murphy (he of the very silly name) is
back in the action adventure game
that dreams are made of. Well, if

your dreams are made of this then
I'd go and see a psychologist.
As the infamous Tex Murphy, you
are a private detective extraordinaire.
With your name it was either that or
banshee (an oil barrel so there was no
option really). It is the future to your



This looks just my cup of tea!

car to your office, I've heard of
people being in love with their
vehicles before but this is taking
things just a tad too far.

Anyway, your car can drive
joddy enough, and it can also fly
(now that really is odd). It also has
an in-car fax so you can lay claim to
being the world's first fuppie
detective. Using your sickoffice you
have to solve the mystery of the
dead professor Livino. Livino's
slink daughter Sylvia Fry saying
that with your mouth full of razor
blades has come to you with a very
odd case. Her dad the prof has
apparently topped himself but she
thinks that he was murdered. As
Tex the Private Eye you have to get
to the bottom of the whole mystery.

You can fly to various locations
around the area. This is done by
inputting co-ordinates into your
navigation computer. This sets your
navigation equipment for you but
you have to fly the beast yourself.
As with any flight section of a game
this is more difficult than it sounds.
Luckily for the thinkers-without-
reflexes amongst you there is the
option of autopilot. This takes you
to the scene much faster and
without the usual fatal accidents.

When you get to the location
there will be a building of some
sort. This might be a flat, private
apartment or warehouse. The labo

skorebox

	7		8
	3		7

overall 72


FROM GRIFFITHS WANTED ME TO FIND OUT IF



LIKE MR. B. MR. WEEBIE. HE'S THE TYPE OF
ROBUSTANT MY PARENTS HARRIED HE ABOUT.
TELL ME ABOUT: MR. DID
SORRY CAN'T HELP YOU THERE.

MISSION
CHIEF

What an ugly mug! It'd be more pleasant extracting information from a hippo's bottom with a shovel.

are a hotbed of clues, and need to be searched stringently for hints. Apartments are the homes to suspects and witnesses and they need to be questioned.

Prostresses are the hangouts for the criminal elements of society. They will shoot at you with machine guns but you can retaliate with a handgun. It's a tough arcade sequence to beat but you'll have to get through to complete the game.

And that's about all there is to it. Flying around, searching for clues,

getting new locations, examining objects and questioning suspects. The clues are quite well hidden and the mystery will not be easily solved. However real die-hard thinkers will find it too arcadey for their tastes. You need to be a multiple game fan to really get the most from it.

Graphically nice, somewhat a little dull, but a big game that you will either love or hate. Me? I'm sitting on the fence with this one. Try before you buy.



EMF - Egg Mayonnaise Fillets? Eat More Food?
Nope, your mother wouldn't like what it really stands for, but you'll like the band, nay love them! Rik did and he was whisked off to Subterania to meet them and do lots of silly things after their finest gig to date.

EMF have just kicked some serious stuff on stage and the VC team are arriving on the dance floor, when the enigmatic Linda (manager of the band) comes on the mic and informs us that the lads are ready for the verbal onslaught I've prepared. After a short while we all decide that not only is their dressing room small, damp and incredibly noisy, but the heat is completely searing and even in his baggy shorts and T-shirt Dery keyboards and spokesperson for the band, is burning up. We all break outside and sit on a wall in front of the venue.

Soon after, it becomes apparent that these lads, these seven radical ravers are absolutely off their trolly, so much so that they even understood what the heck I was on about, apart from this wicked gig they've also played the Town and Country club (one of Britain's most radical of venues) as support to big

rappers The Boo Yaa Tribe, which they came out of with a bigger following than before. But the band have only been going since Christmas 1989, and were formed through a rather strange source.

Dery explains, "I had a shop in the forest, like a surf/skate shop, and I used to write EMF all across the back of the shop, and Zak (Bass Guitar), James (Lead Vocals) and myself used to get together and talk



ST RAVE



about starting up a band. EMF: We started off just jamming around in Zak's living room wearing all-past clothes. Then we met Ian (Lead Guitar), we took him out and discussed him in a tape in the middle of the night, and he said 'are you going to be in this band?', because he was in a previous band, and he said 'yeh, I'll do it'. And then we got Mark (Drums), and Matt (Du and Mixer) was the last one."

Like I said, out of their tree, and



but wasn't the only person to end up in the lake. When EMF wanted to sign BMF, they had fierce opposition from other labels [Twenty seven], claims

Derry, and the reason why they signed also had real connections. "It was 'cause Mick, their A&R guy, to come down and we tested out all

their A&R guys for who was the wisest. Mick came down and dove it. He ran around the streets naked and then he jumped into a lake in the middle of the night," says Derry.

And now the band has signed to support Adamski on his nationwide tour. Derry once again, "It starts on October 12th in Bath, I think, and finishes on November 9th. It includes three nights at the Tove and County."

What will they be doing when they have five periods during the tour?

"They'll be visiting arcades of course, and not snogging girls or nothing, or at least that what Matt will be doing. 'I'll be playing arcade games, can't go without it.' This is the stuff we like to hear. What's Matt's favourite game? 'All the marbles ones'."

And they even use a computer for real purposes. This is Ian's case, who was in the act of "snogging girls" (Matt's words) when asked, "Matt I OGGIT", but that's not what we're interested in. Things can miraculously change though. "Matt 529 is it? Is that the one for the

game? What? The Commodore 64 is that what you said? That's the one we use!" Hmm, dodgy!

But what every kid who's ever picked up a guitar or drumsick would want to know is how they could get into the pop biz (apart from getting thrown in a lake). Ian again, "I dunno, just do it, go for it! Stick to your dreams!" That and writing brilliant songs, of course, like EMF.

And their favourite joke? "Why didn't seven want to stand next to six? Because seven eight nine!" What a way to go out! It was one o'clock in the morning and we said our goodbyes, but I should imagine we'll be seeing a lot of the band very soon.

Photos by Jeff "Hot Stand" Dave

HEROES



DOMARK •
\$14.99 Tape,
\$19.99 Disk

**Sexy babes
dolls on her
peroxide wig
and puts in her gruff made
voice box. Will she find the
ultimate hero or was Bonnie
Tyler calling for a wimp?**

Could I believe my luck or
we'll find, Barbarian,
Schwarzenegger and
Skywalker all of my very own
finger tips. And who not? They're all
body dudes, always around when
the going gets tough, they always
got the pretty young duettes, rify
with their weapons (or-er), go to
body building evening classes and
obviously eat 3 Shredded Wheat for
breakfast. Yes, they're definite
heroes and more importantly all meet
up in Domark's latest chiller
compilation.

Remember Sanchez the drug
smuggling villain, this is your first
test as a hero in Licence to Kill, from
the masters of hard licences, the
Doms. This action-packed, three-
part adventure has more gun shots,
explosions and high-flying stunts
than the film itself. Your skills will be
tested to all heights in the first part
as you take control of the helicopter
chasing Sanchez and try to gun
down that punk's jeep. Then its down
to ground for the commando style
action as you duck and shoot your
way to the helicopter with your 12-
shot Beretta. Your joystick agility will
come to play finally as you lower
Bonnie out of the helicopter while
Sanchez plans to let Barber for the
stuntman's. You'll need more than
100 movie-dogies paddle for the
second part as you battle
underwater armed only with a knife
against dodgy divers. If you're lucky
enough to Harpoon the scapular's
portcous you could fetch yourself a
high speed water-ski lift to safety.
Back to land but not safety in the

third and final chase sequence as
you destroy every tanker in sight
until that Sanchez boat is found and
killed.

What better hero than
Schwarzenegger if'm talking muscles
not acting staling would you pick to
get through the toughest game-show
on earth, a game show with a
difference - where the ultimate prize
is not a cuddly toy or a fridge freezer
but lol! The Flaming Man the
computer game from that good old
software house in the sky,
Grandstar, closely follows the film of
the same name in a smashy-thriller
face-in kindle way as you manoeuvre
hero Ben Richards through the 4



**Arnie flexes his very blocky muscles, or at least he would if he didn't seem as if
he were made of Legos!**

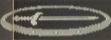
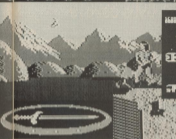


**Fantasy troicks with bouncing Maria
and her well endowed chest!**



game zones defeating all the
stalkers, guards and badcles. And
cor are there some wacky baddies,
how about a gouter with a razor-
sharp hockey stick called Subzero or
Buzzer armed with a tri-tortion
chameleon. Dynamite a human
christmas tree or Frostfall a red hot
Bama thrower. It's not football or
quit show gameplay but computer
gameplay that this one lacks.
From muscles to Sci-Fi as
Skywalker comes into play in Star
Wars, the famous Atari Coin-Op and

BARBARIAN II



be Barbarian or Princess Marlene and fight and find your way through four levels of horrific monsters, blood, gore and sweat. There are numerous magical objects to collect and help you on your quest. For a quick giggle and monster barge let

golden stile from Canada. I say stile as it features these undulating Vector Graphics we all grew to love or hate. This one player interactive game has you steering your X-Fighter space ship from one attack wave to another, with the ultimate aim of eliminating the Death Star, scoring shoot-ers-up points for various targets depending on difficulty. You start out with a number of shield points, each hit by the enemy or collision on your part will be one point closer to an exploding space ship. If this is your type of blast then "May the Force be with You Always. Otherwise steer the X-Fighter onto the final game in the quadrilogy.

Barbarian, the Palace creation is by far the most successful item to emerge onto a computer screen and Barbarian II certainly earned more publicity by using Maria Whitaker dressed in a golden bikini bottom and two mini dufflein lids on a string as a

top that the Sun did using her topless! However, I bet more time was spent playing this masterpiece than time spent shooting over the box cover now it's superb. The graphics and animation are mind-bogglingly awesome and as smooth as Michael J Fox getting out the toughest of scrapes. Ignorant and unlucky gamblers lead on. Barbarian II is an arcade adventure with back-slap quality. You may

the monster shop off your head! As completions go this one is pretty damn heroic as none of the above are available on badge, so if you haven't already got Barbarian II or Licence to Kill under your roof then it's a bargain as the other two are not that bad either. I'll award it a Victoria Cross!

Fax

Mean Pie

Three of the games are based on films. Barbarian II is not a movie, although it sounds much like one.

Other famous heroes include the bloke in the corner shop for saving some refreshers for me, and my mum who cooks a mean shepherd's pie.

skorebox

6	N/A	7
N/A	N/A	9

overall

80

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